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## LED STORM

94%-RATED DRIVE-'EM-UP

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## BIONIC COMMANDO

CAPCOM'S COIN-OP CLASSIC

## READERS' AWARDS!

YOUR FAVE GAMES OF '93 —REVEALED!

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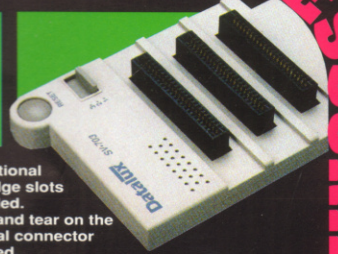


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**COMMODORE DISK USER**

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# COMMODORE FORCE ISSUE 15

## FEBRUARY 1994

# FULL


**14 MANGRAM'S MAILBAG**
Look, we've seen those films. Y'know, how those monsters secretly eat people and escape using a disguise. What's under that bag...

**24 THE TIPSTER**
More rabid help from the King of Cheats himself, Chris Hayward... oops, sorry, it's not him now is it? It's that ****hole Guttery. Bah.

**34 THE MIGHTY BRIAN**
He may be ugly, but at least he's not a power-crazed megalomaniac.

**44 BASH YER BRAINS**
Not so much smart talking in this section, but — as a one-off — it's larger than usual. Four pages in all, you know.

**48 THE FORCEFIELD PLAZA**
Editorially we have no control over this section, so any mistakes aren't ours, okay? But those bargains... oooh, they're luvvly!

**50 NEXT MONTH**
What's in store for your C64? And will we reveal anything about our next issue? Do we ever?


# REGULARS!


**10 WHAT'S HAPPENING?**
All the hottest C64-related news around. Oh, and the charts, too...

**36 THE GAMES GURU**
He's got extra pages this month in his Guru section, as he discusses game design and, ooh, lots of other clever stuff.


# REEL

## TRANTOR

Imagine being a large, smoothly animated sprite with a mission. Now picture innumerable roving beasties intent on nibbling parts of your body to sap all-important energy. Done that? Congratulations! Now you know what it feels like to live in the world of *Trantor*.

Just 'cos the nasties are mostly small don't think your job's going to be easy. The confined tunnels call for nifty work with your flame thrower and its limited fuel. Log on to computer terminals for letters or, if you're lucky, power-ups like better weapons, extra energy, flame thrower fuel or defensive shields. Lifts can be activated to transport you up and down between levels but each need exploring fully to locate all terminals and bonus crates. Look out for the time limit as well. If it starts to run low, immediately head for the nearest terminal as more often than not they'll reset the counter to full.

Trantor offers full on blasting without let up from the word go. Just learn to live with a sore trigger finger for some time to come…

## BIONIC COMMANDOS

Before you all start shouting and pointing fingers, it IS called *Bionic Commando*. Originally titled *Bionic Commandos* in the arcades, its two-player mode isn't in the C64 version. Not surprisingly, US Gold decided to omit the 'S', so as to not mislead us gullible C64 owners. Or something. Back to the point…

Terrorists plan to launch a huge offensive against the free world and, predictably, there's only one fellah with underpants strong enough for the job of stopping them — the bionic commando!

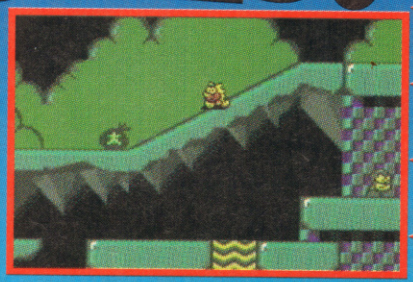
The game begins with our hero dropped by parachute into the depths of the jungle with a small gun and his wits for protection. Faced with all those huge trees, it wouldn't 'alf be neat if he had a revolutionary extending mechanical arm? Well, he has, hence the 'bionic' bit. Battle through the jungle avoiding savage soldiers, deadly chasms and bees(!?) before infiltrating the enemy's HQ. Four further stages confront the semi-mechanical hero before he's able to thwart the imminent missile launch but he's gotta be quick — that clock's always ticking away.

If you've played *Batman The Movie* you'll be on familiar territory as the bionic arm works in a similar fashion to the bat-rope on *BTM*'s platform levels, but be prepared for a tougher fight than old Batbloke ever faced. And if all that wasn't enough, superb Tim Follin soundtracks thump away — a different one for each level — to banish boredom from your eardrums.

# FORCE FEATURES!


**30 BACK TO THE FEATURE**
James Price looks back on 1992... no, he doesn't does he? It's Miles who does it these days! My god, he's taking over...

**43 CALENDAR-UP**
Oops! Last month's superb calendar had one minor flaw — some of the numbers were wrong. However, help is at hand with our special repair kit — better than Tippex any day...



**43 READERS' AWARDS**
The results are in! Your most popular games of 1993 — revealed!


# ACTION

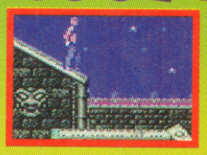
## LED STORM

Project yourself into the future. A future in which the world's most popular sport involves racing incredibly high-powered supercars along tortuous race tracks in free-for-all, demolition derby-style crash-'em-ups. Anything goes in the motor sport of the 23rd century as you fight to reach that elusive finish line within the time limit. Aiding your cause are various fuel and energy top-ups found littering the track or dropped on parachutes from passing spacecraft. Most things you'll encounter en route, however, are most definitely not to your advantage. Frogs-like beings hop about and try to catch the bumper of your car as you pass. If they succeed they'll slow you down wasting valuable seconds — try and shake 'em off by swerving quickly from side to side. Then there are other racers. They attempt to block your way, try to ram you off the road, or anything else they can think of. Luckily a quick stab on the fire button leaps your machine into the air and, should you land on an opponent, they'll explode. Occasionally you'll meet trundling juggernauts — avoid contact at all costs. They're loaded with explosive which goes off at the slightest jolt! Then there's mines, oil slicks and crates, hitting any of which is detrimental to your cause.

*LED Storm* takes place over nine vastly different courses — from tracks suspended high in the air when one false move could see you plummet to a sticky end, to canyons, valleys... have you got the nerve and lightening reflexes to take up the challenge?

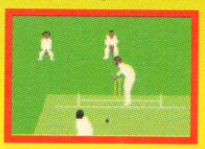
# REVIEW INDEX!


## COOL WORLD



Join Jack Deeb in his mission to save the world from cartoons **20**

## GRAHAM GOOCH WORLD CLASS CRICKET



And while you're at it, why not make time for a spot of cricket? **23**



## COMMODORE FORCE

**COMMODORE FORCE (incorporating ZZAP! 64) is Britain's biggest C64 mag – created by: Impact Magazines (UK) Ltd, Ludlow, Shropshire SY8 1JW**

### TETLEY EDITORIAL

**EDITOR**
James 'Crusty, apparently' Price

**STAFF WRITERS**
Miles 'Half-wit, allegedly' Guttery
Lloyd 'Not real, supposedly' Mangram

**CONTRIBUTING WRITERS**
Rob 'Half-wit, most definitely' Millichamp
Ian 'Errm... well Ian, really' Osborne
The Mighty Brian
Bash the Barbarian

### CARLING BLACK DESIGN

**SENIOR DESIGNER**
Claire 'I bet she drinks...' Kendrick

**ADDITIONAL DESIGN**
Mark 'I'll just go ask...' Kendrick

### I'M NOT DOING THIS PRODUCTION

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Franco 'Widget' Frey

**PRODUCTION EDITOR**
Mathew 'No nonsense' Uffindell

**SCANNING**
Michael 'Dee-regulated' Parkinson
Gavin 'Just served by the landlord' Weston

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impact MAGAZINES



All editorial and design is completey original. Any resemblance to other magazines living or dead is purely wishful thinking. Oh, big disrespect to Steve Shields for being alive. And Al. Basts.



Cover by: Oli Frey

# REEL AC

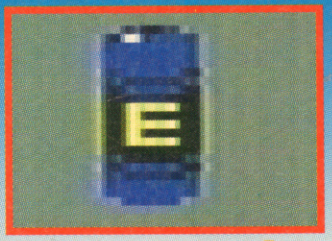
**Three games of an astounding high quality... you're reckoning you're dreaming, right? Wrong. *Bionic Commando* is easily one of the best arcade conversions the C64's ever known, *LED Storm*'s a stunning action-packed racearama, while *Trantor*'s a fast-moving shoot-'em-up from the able hands of Probe — developers of *Mortal Kombat* on most computer and console formats. Have fun...**

## CONTROLS

■ Use joystick in Port Two.

**Commodore**
**Key**.....Pause/
.....Resume Play
**Q**.....Quit

## COLLECTABLE ITEMS

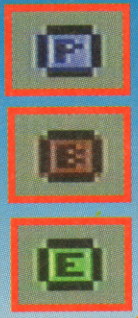


### Energy Pods

■ Jump to catch these as they float above you on parachutes.

### Jerry Cans

■ Driving over these objects causes individual letters of the word ENERGY (displayed on the right-hand side of the screen) to be illuminated. Once the final letter has been lit, you will receive a large fuel bonus.



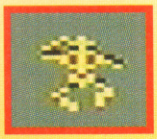
### Ground Symbols

■ These are dropped by passing spaceships and if picked up will aid your journey. There are three different types. E: Energy, B: Barrier, P: Points.

# LED STORM

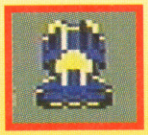
## HINTS & TIPS

**Claire loves captions. They neatly fill in gaps making her job much easier.**



### Manic Frogs

■ These creatures grab hold of your car which slows you down, hampering your jumping ability. To shake them off, move left and right quickly.



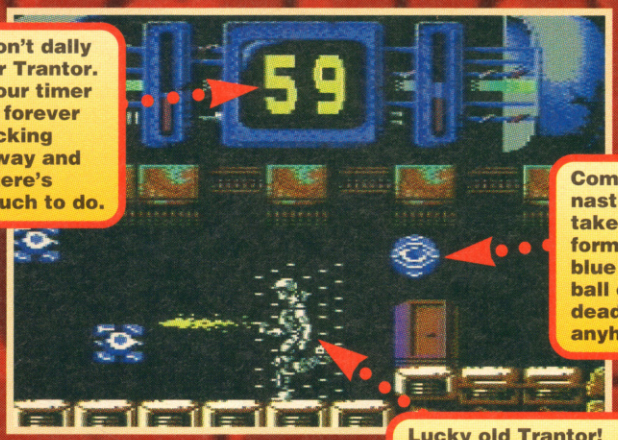
### Comp-uter Car

■ This is your main adversary. Avoid it whenever possible because it will do its utmost to send you into oblivion. Jump onto it to destroy it temporarily.

## SCENARIO

*Led Storm* puts you in control of a high-powered futuristic vehicle through nine fast and furious stages, each of which contain various hazards designed to stop you dead in your tracks.

# TON TRANTOR



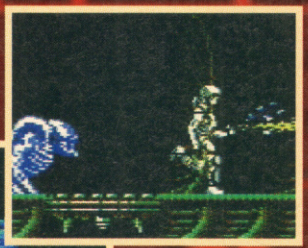

Don't dally Mr Trantor. Your timer is forever ticking away and there's much to do.

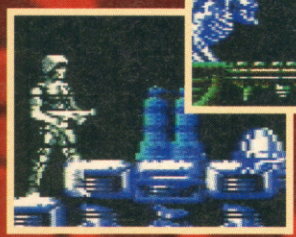
Computer nasties take many forms. A blue beach ball can as deadly as anyhting.

Lucky old Trantor! The plucky follows found himself a natty energy shield.

## SCENARIO

The game begins with you — as Trantor — standing by a lift. Equipped with a flame-thrower you have 90 seconds to activate the NIK security terminal. There are eight terminals in the complex — each containing a letter.



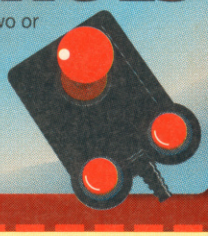


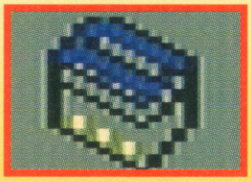
Record each letter — each then must be sorted into a computer-related word. Once you've obtained the word you must find the security terminal and enter the word. You'll then be given a beam code and off you beam, successful in your mission. While exploring the complex you'll pass lockers — access these by pulling the joystick back. You'll automatically search the lockers. Use the contents to aid your mission.

## CONTROLS

■ Use joystick in Port Two or keyboard.

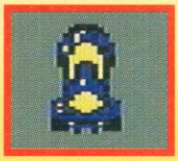
**A** .....Up
**Z** .....Down
**SPACE** .....Fire
**RETURN** .....Pause
**RUN/STOP** .....Start
.....New game





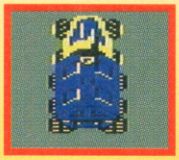
### Crates & Oil Slicks

■ These appear from time to time strewn over the road. Avoid these as best as you can, as crashing into them will cause a spin, slowing you down, wasting time.



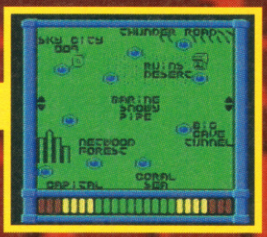
### Mine Droppers

■ This adversary, as its name suggests, drops high explosive mines into your path. Dodge the mines and overtake him — then jump on the sucker…



### TNT Lorry

■ Due to the nature of their load these vehicles are impervious to any sort of collision — avoid them at all costs.




## COVETED COVER

**Make your Reel Action tape feel snug 'n' warm with this wondersome wraparound.**

COMMODORE FORCE

LED STORM
BIONIC COMMANDO
TRANTOR

REEL ACTION #28

COMMODORE FORCE REEL ACTION #28

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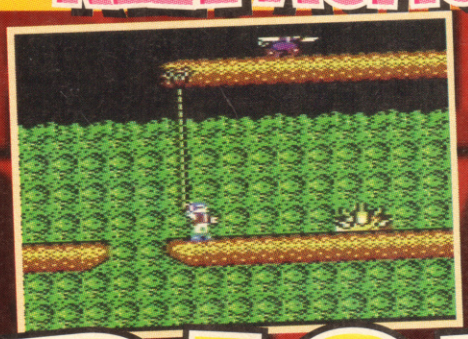
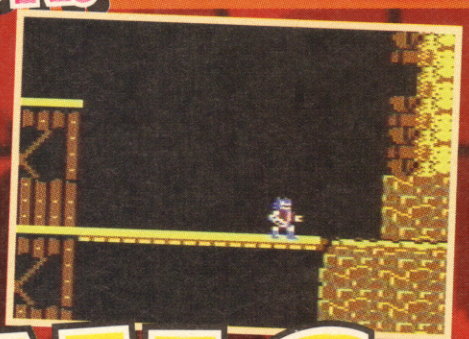




# BIONIC COM

## SCENARIO

It may have been ten years, but the oppression and devastation continues. The alien forces that laid waste to our once beautiful world have all but decimated the population...

Now, for the first time in many years comes our chance for glory again: the Bionic Commandos. This elite fighting force is equipped with bionic arms to help them move around, pick up weapons and make opponents suffer.

The Bionic Commando must battle his way through the alien complex then destroy the launch computer, thus preventing the aliens from using their doomsday weapon.

## DODGY DUPLICATION

**If your tape doesn't work we don't want to know! It's not our problem, see. The correct course of action is to send the offending fellow to: Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD**

## COMMODORE FORCE

**LED STORM**
Prepare for lightning-fast action in this drive-'em-up arcade conversion.

**TRANTOR**
Developed by the programmers of *Mortal Kombat*, *Trantor*'s a blast an' a half.

**BIONIC COMMANDO**
Get swingin' with this superb Capcom classic.

## TAPE INFO

**REEL ACTION #28**

**LOADING INSTRUCTIONS**
Gently remove the tape from the cover and slide it seductively into you eager datasette. Hold SHIFT and momentarily depress RUN/STOP then hit PLAY.

**DODGY DUPLICATION**
Faulty tapes, eh! Well bung 'em in an envelope to Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD

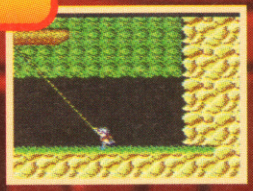
## GAMEPLAY

Your bionic commando is equipped with more than just his bionic arm — he also carries a standard double shot gun. Throughout the game extra weapons can be collected such as a rapid fire rifle, grenade launcher and other such power-ups.

The Wyre Forest parachute display time make another dazzling entrance...

... but who's that shady character carrying what seems to be a flamethrower concealed 'neath his jacket?

Better not get too attatched to those lives my old china.



### Level 1 — The Dying Forest

■ This is the only accessible route to the alien base complex. However, the aliens know that too. As you arrive at the complex, alien guards appear with guns and grenades. Use your bionic arm to climb the trees to escape them. Beware, because larger soldiers have ropes and grappling hooks so they can follow you. Other things to watch out for are killer bees in the lower branches of the trees — avoid these at all cost.

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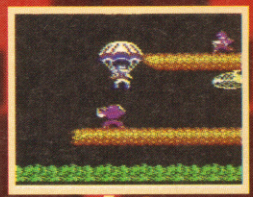
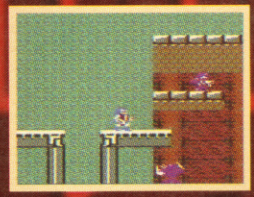




### Level 2 — The Castle

■ Once you've made it through the forest, your next task is to neutralise the castle under which the alien complex lies. Battle your way across the drawbridge destroying as many enemy guns and creating as much havoc as possible. Important dangers to watch out for are electric wires that cross your path; destroy these as soon as you can. Once you've crossed the drawbridge you have to avoid a series of kamikaze soldiers armed to the teeth with explosives, as well as traditional (non-suicidal) soldiers that fly above you, dropping objects onto you to squash you flat. Kill these instantly if you wish to survive...

# MANDO

## CONTROLS

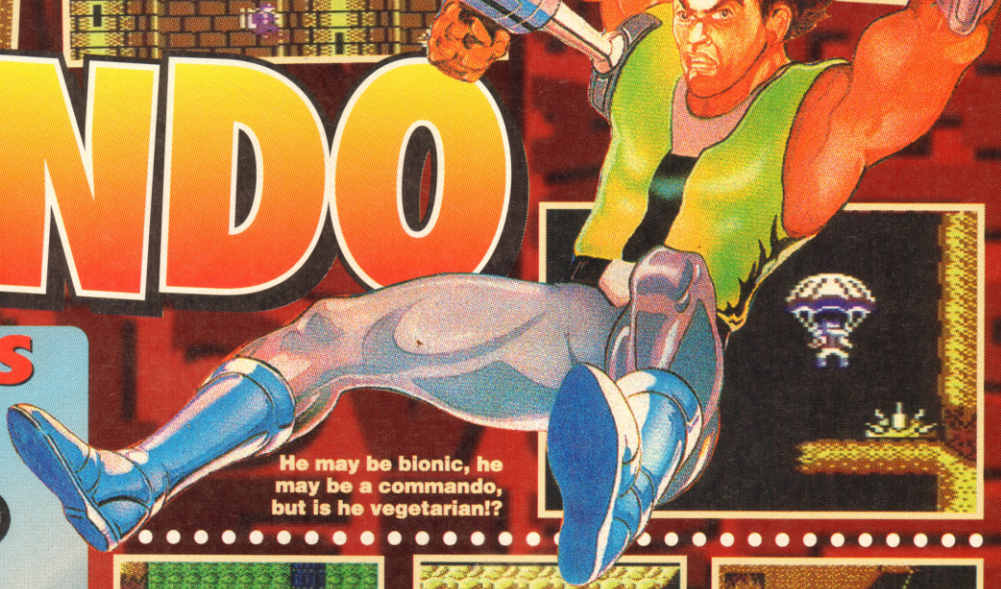
■ Use joystick in Port Two.

Without the fire button depressed

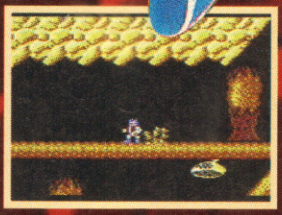
**Left** ..... Left
**Right** ..... Right
**Back** ..... Crouch
**Forward** ... No effect
**Fire** ..... Fire gun

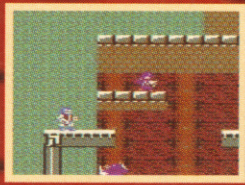
When combining these moves with the fire the fire button pressed, you will utilise your bionic arm attachment.

**Left** ..... Swing left
**Right** ..... Swing right
**Back** ..... Detach bionic arm
**Forward** ..... Climb up bionic arm



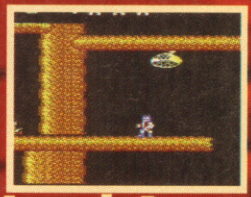
**He may be bionic, he may be a commando, but is he vegetarian!?**

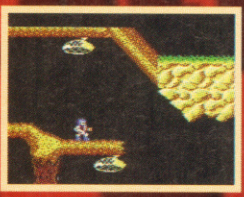




### Level 3 — Infiltration

■ Gaining access to the underground is not going to be an easy feat. After the alien's first lines of defence have been destroyed, they have sealed off part of the complex to all but the most frenzied attacks. However, there's one slim chance of entry; the sewer, infested with lethal creatures. On your way through here you'll have to blast the strange creatures plus massive robots that are the only part-operational security system. Another nasty to watch out for on this level is an evil machine that bounces towards you and, if hit, catapults its driver to safety, allowing him to fight on.





### Level 4 — The Control Room

■ Now inside you must disable the missile as fast as you can. However to reach it you must pass through the control room. Unfortunately, your entry is blocked by doors. These are easily dealt with by blasting away the locking mechanisms. Again, you meet the usual tricky soldiers, helicopters that buzz around you dropping bombs and indestructible stomp machines that'll flatten you if you give them the chance.

### Level 5 — The Silo

■ The final and most difficult battle in *Bionic Commando*. Smash through the area's defences — but beware, they have a few lethal surprises in store. Once at the top of the silo, destroy the alien launch computer, thus stopping the launch of the doomsday missile, completing your mission… possibly!


# DEALS ON REELS!

**Want ya REEL ACTION on disk? Well don't balance those covertapes atop your record collection — simply fill in this coupon and send it to Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford TF7 4QR along with the paltry sum of £1.49 P+P**

**Name** .....

**Address** .....

.....

**Reel Action Nos** .....

# WHAT'S HAP

**Well, Christmas has come and gone — I expect I'll spend the rest of this year trying to get rid of this hangover I've acquired...**
**So what does 1994 have to offer for C64 users? Sadly, it doesn't look like much. Binary Zone PD in their various guises are practically the only company interested in developing new software, while previously loyal publishers such as Alternative and Zeppelin turn their backs on the '64 because it's no longer the lucrative platform it once was. Still, at least we're in action — this month's superb Reel Action cassette is possibly the best yet, with the amazing *Bionic Commando*, the astounding *LED Storm*... we've even got *Trantor*, developed by the programmers of *Mortal Kombat*. Could all you C64 owners ask for more? Hardly.**
**Still, even though it's infuriating to walk into a shop and not find any C64 games — even when it's a kebab house, depending on how drunk you are — there are many bargains to be had. Check out the ad's in this month's issue — mail-order companies are offering classic titles for surprisingly low prices. Why worry about a lack of new games when there are literally thousands of others to be found?**
**Yours,**

James!

**James Price, Editor**



## ARSENAL RELEGATED

No, you haven't picked up a copy of Shoot by mistake. The *Arsenal* in question is the long-awaited footie sim from Thalamus, a title that's been 'in the pipeline' for over a year.

Thalamus, once one of the best C64 labels around, have decided to pull out of the market entirely and *Arsenal* was an inevitable casualty — doesn't it make you as sick as a parrot?

## THE TWILIGHT ZONE

Binary Zone PD are set to release a new range of PD tapes early next year. Unlike their Psytronik range these ARE PD and can be copied at will, though selling BZ's complete package in its entirety is illegal. Binary Zone can be contacted at: 34 Portland Rd, Droitwich, Worcester WR9 7QW.

## PSKY HIGH...

Binary Zone's commercial label, Psytronik, have two releases pending. The curiously-titled *Flubble And Squij* is a platformer in the *Mayhem in Monsterland* mould. Programmed entirely in machine code without the aid of a utility, the game is unfinished at the time of writing but should be available soon.

Also in the pipeline is a twin pack of Alf Yngve *SEUCK* games, namely *The Last Amazon* and *Cops 3*, sequel to our covertape marvel. Both games are to be tweaked and polished by a competent assembly language programmer and will include in-game music and enhanced sound effects.

Psytronik's first (and, as of yet, only) release, *Sceptre Of Baghdad*, is selling well. The game is still available, and costs a mere £3 on tape or disk (make cheques/POs payable to Binary Zone PD).

Psytronik proprietor Jason 'Kenz' McKenzie is on the look-out for games to publish — if you've programmed a title or two and think they're good enough to be sold commercially, send 'em in. Psytronik can be contacted at: 34 Portland Rd, Droitwich, Worcester WR9 7QW.

## WHO'S DOING WHAT?

### JAMES PRICE

● 'In jokes' are probably not the best things to use in magazines. After all, only the targeted individual gets the laugh (or otherwise), so they're a tad limited when you're trying to please thousands of readers. Still, this Who's Doing What section's been getting a bit stale of late, so we're sure only people who know us read it. James says 'secretly admiring'.

### MILES GUTTERY

● Confused? We don't blame you. But we figure that, despite our huge readership, hardly anyone reads this bit any more. You don't want to hear our self-indulgent witterings, do you? Of course not! You buy COMMODORE FORCE to read about C64s, right? Miles says 'Blastaway? Never again!'

THE INDIVIDUALS A

# PENING?

## LONDON SHOW-DOWN

The Christmas International Computer Show at Wembley ended in controversy, with attendance figures incredibly low. According to industry trade paper CTW, it's rumoured that on one of the show's three days as few as 400 people turned up.

On the Sunday of the show irate exhibitors tried to discuss their grievances with the organisers, but apparently there were none in attendance.

Future Publishing's Future Entertainment Show also performed poorly, with a final attendance figure of 35,828, significantly lower than last years' 55,561 and nowhere near the expected 70,000. In contrast, the Live '93 show in September AVERAGED 40,000 a day, bettering the FES's entire attendance despite using exactly the same venue.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## KIXX THROW DOWN GAUNTLET

The curtain's finally fallen on the *Gauntlet* saga; the third instalment will never see the light of day as either a full pricer or a Kixx budget offering.

Due for release in Summer 1991, *Gauntlet 3 — The Final Chapter* was well received by the ZZAP! crew. When reviewed in Issue 74 it earned an amazing 92%.

Its 3D viewpoint (reminiscent of the old Ultimate games) put a whole new perspective on the genre, taking the series one step further. Unfortunately the programmer fell ill and US Gold had difficulty getting the game off the development system (the machine on which it's programmed) and onto tape.

Due to the delays, US Gold eventually decided to release the game straight onto their Kixx label, never seeing the light of day as a full pricer. Unfortunately the difficulties in getting the program off the development system were never really surmounted. The game will never be released, and now lies in the C64 graveyard along with *Parasol Stars*, *Deadlock 3*, *Armalyte 2* and several other potentially-excellent games.

### ROB MILLICHAMP

● Poor old Rob, though. After joining the team last month, he was particularly distressed to find he's portrayed in the magazine as an Xmas pudding. For this issue we reckoned it'd be a good idea — as the festive season's now passed — to have something equally stupid for his picture, but the puddling suits him so much, it's gonna stay for another month. Rob says 'I'll tell my mum!'

### IAN OSBORNE

● Ian's just as mad as ever this month, but what you lot out there don't realise is that he's now got a pony tail. We don't know if Ian likes in jokes. In fact, we're all a bit scared of him if the truth be known. It's the way he changes into an elephant when two phones ring at once… no, get away from me with that jacket. I'm not crazy, it's the style of the magazine… aadvark.

## AND THEIR IN JOKES...

## TOP TWENTY

***Creatures* has been toppled from its number one spot by the ever-present (and yellow) *Simpsons*, with The Hit Squad's *Fun School* titles make their presence known...**

ELSPA CHARTS PENGUIN
COMPILED BY GALLUP · SPONSORED BY PENGUIN BISCUITS

| | | | |
|---|---|---|---|
| 1 | **The Simpsons** | The Hit Squad | £3.99 |
| 2 | **Creatures** | Kixx | £3.99 |
| 3 | **Rainbow Islands** | The Hit Squad | £3.99 |
| 4 | **Terminator 2** | The Hit Squad | £3.99 |
| 5 | **Street Fighter** | Kixx | £3.99 |
| 6 | **Fun School 2: Under 6** | The Hit Squad | £3.99 |
| 7 | **WWF Wrestlemania** | The Hit Squad | £3.99 |
| 8 | **Multimixx 1 Golf** | Kixx | £4.99 |
| 9 | **Night Shift** | Kixx XL | £7.99 |
| 10 | **Trivial Pursuit** | The Hit Squad | £3.99 |
| 11 | **Fun School: 6-8 Years** | The Hit Squad | £3.99 |
| 12 | **Rodland** | Kixx | £3.99 |
| 13 | **Jack Nicklaus Golf** | The Hit Squad | £3.99 |
| 14 | **Super Monaco GP** | Kixx | £3.99 |
| 15 | **Outrun Europa** | Kixx | £3.99 |
| 16 | **Robocod** | Kixx | £3.99 |
| 17 | **Hook** | The Hit Squad | £3.99 |
| 18 | **Fun School 2: Over 8's** | The Hit Squad | £3.99 |
| 19 | **Final Fight** | Kixx | £3.99 |
| 20 | **The Addams Family** | The Hit Squad | £3.99 |

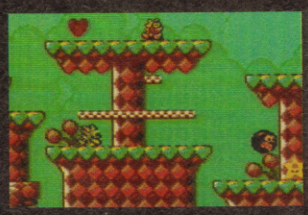
# MAYHEM

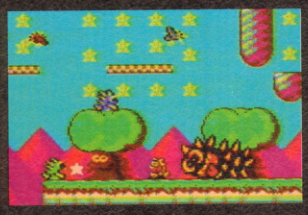
# IN MONSTERLAND

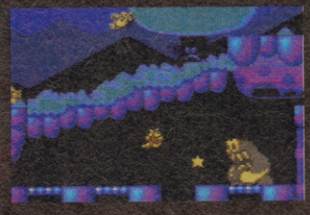
CREATED IN

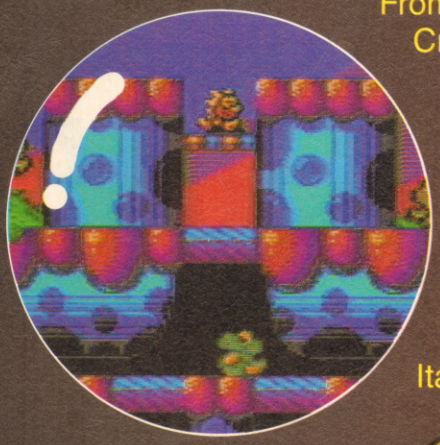
## SUPER-DINOVISION

THIS GAME HAS BEEN CERTIFIED TOO CUTE!









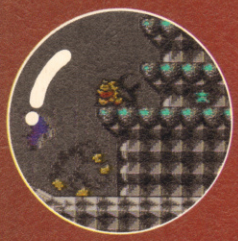
From the makers of Creatures and Creatures 2 comes probably the greatest platform game ever created for the C64; Mayhem in Monsterland is an intriguing blend of fast, frenetic platform action, with five wickedly cute levels to explore. Featuring the cutest dinosaur ever to emerge from the Jurassic period, you'll soon forget all about Italian plumbers and spikey blue hedgehogs.

It's a Gorilla!

COMMODORE FORCE HURRICANE HIT!

£8.99 CASS

£9.99 DISK



★ First video game to receive 100% ★

★ Super-fast full screen scrolling ★

★ Fully interactive soundtrack & SFX ★

★ Amazingly detailed graphics ★

★ New non-standard colours ★

★ Not available in ANY shops ★

C64 SCREEN SHOTS

PLEASE SEND ME MAYHEM IN MONSTERLAND (TICK RELEVANT BOX)

❑ CASSETTE £8.99 ❑ DISK £9.99 **PRICES INCLUDE P&P**

Send to: Apex Computer Productions Ltd., PO BOX 100, South Ockendon, Essex, RM15 5HD. Please enclose a cheque/postal order made payable to **APEX COMPUTER PRODUCTIONS LTD.** Allow up to 28 days for delivery.

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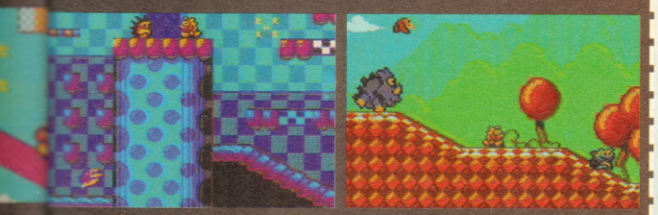


# MANGR MAILB

**Well, quite frankly I'm surprised. After years of speculation, it turns out that the C65 *does* exist, it just never reached the production lines. How, if it had have been released, would it have helped the C64 market? After all, our sources insist it's C64 compatible, but why was it never released? I look forward to reading your thoughts on this matter...**

## RELOAD! RELOAD!

Dear Lloyd

On buying Commodore Force Issue 12, I've come across a problem which in my view seems to be the reloading. I am referring to *Aliens* which we think is a good game. Please can you assist in telling us if there is a way of re-arming or re-loading. We always seem to run out of ammo on level four. Do we need to hit another level and get auto ammo, or collect new weapons?

**Mr GT Warbrick**

● *This is what's commonly know as a 'tips inquiry'. Lloyd — who has, for the duration of this answer, deemed it appropriate to speak in the third person — does not answer tips enquiries. He sets fire to them and flicks them at SNES FORCE and MEGA MACHINES staff. However, at this moment Lloyd is feeling merciful, and will answer this one request. In* **Aliens**, *re-loading is possible once the armoury has been discovered. Lloyd hopes this gem of knowledge will be useful* **LM**

## UTTERLY BARD

Dear Lloyd

Please could you answer some questions Oh Great One, as I always buy your mag and think it's brill, excellent, wicked etc.

**1)** Woe and despair is me for I cannot find *Bard's Tale 1*. I've gone north, east, south and west — please tell me where I can find it (I'm lost without it!)?

***Try a car boot sale.***

**2)** Can you transfer tape programs to disk?

***With a wonderful widget known as the Action Replay cart, yes.***

**3)** In *Zombi*, where is the fuel and can you use the lorry outside?

***I can't find Miles to ask him, so you'll have to write to the tips section to find out.***

***Sorry.***

**4)** Can shops charge VAT on C64 games?

***I think so, although usually this is part of the manufacturers RRP. Probably.***

**5)** On tape games, where they have a '199' range label, is that the RRP or reference for the shop?

***It's probably the cost. Why not ask a sales assistant like everyone else?***

**6)** Is it possible to put *Bard's Tale* on Reel Action?

***Who knows?***

**Lee Nolan, Surrey,**

# LLOYD MANGRAM'S WONDERFUL WORLD OF THE COMMODORE 64

**After last month's A to Z of software houses, this month I thought I'd go for the most logical progression — their products. After all, without games, where would we and the C64 be? You won't have heard of most of them, but I've deliberately tried to cover little-known but interesting titles.**

**A** is for **ACTION BIKER.** This aging Mastertronic title scored a respectable 83% subsequent to its release — a rather harsh rating, I feel. An isometric bike-'em-up, it provides the cheap and cheerful entertainment budget software is technically intended to provide. It's also notable for its tie-in with KP Skips and, more specifically, their promotional fictitious character of yester-year — Clumsy Colin. Whether this curious marriage of crisps and computer software increased the sales of either party's wares is something I can't comment on, but considering Ocean have released two games involving Quavers and the crap-but-not-quite-as-crap-as-Clumsy-Colin Curly Colin (no relation I assume) does suggest there are advantages to be had from cross-overs such as these...

# AM'S BAG

## SABOTAGED

Dear Lloyd,

I've had my C64 for only eight months, but before that I owned a Spectrum 48k for about two years. I thought the games and mags were brill, until a friend introduced me to the Commodore 64. I soon learned that the mags, games and graphics of the '64 were far better than anything the Spectrum scene had to offer.

However, there's one disappointment — the C64 incarnation of *Saboteur 2*. It's always been my favourite game, but could you please tell me why it differs so much from the Spectrum version? On the Spectrum there were more guards to fight, plus the fact if the guards couldn't win they'd get out their flamethrowers. There were trees to climb in the field and the rocket was more realistic than the blue shapeless object in the C64 version. But don't get me wrong; I still love the C64 and wouldn't ever change it for another computer.

By the way — COMMODORE FORCE is excellent, keep up the good work.

**Ian Taylor, Low-Hill, Wolverhampton**

● ***It doesn't matter what system you own, there'll always be dodgy conversions. There are Spectrum games that, despite their host machine's lack of decent hardware, are complete classics, but their C64 counterparts aren't as good. It's all down to the programmers — some can push more out of the machines than others, it's as simple as that.***

***By the way, I agree with you — the C64 version of*** **Saboteur 2**, ***although excellent, isn't as good as the Spectrum one.***

**LM**

## WHERE ARE THEY NOW?

Dear Lloyd,

COMMODORE FORCE is great, especially the tapes — I loved *Nosferatu*. Anyway, the main reason I am writing is to ask whatever happened to System 3? Months ago they were going to release *Fuzzball*, but nothing ever happened. I bought their pack called The Premier Collection for £3.99 — it was great.

However, when I reached level four of *Ninja Remix* it wouldn't load — part of the tape had been cut. I sent it back and got no reply. Since then I've sent three other letters — again, to no reply. What's going on? While on the subject of compilations, why not do a round-up of them?

When I heard that Ocean weren't supporting the C64 any more I flipped — does this mean The Hit Squad will stop as well? Mind you, I don't blame them. I mean, near where I live only one shop sells C64 games, and budget ones at that.

Before I finish may I just ask one question — if I had an Amiga, would it be worth getting AMIGA FORCE and do they have disks on the cover like COMMODORE FORCE?

**Darren Langran, Dagenham, Essex**

● ***No, AMIGA FORCE doesn't do disks on the cover, and even if it did, they wouldn't be like COMMODORE FORCE. An agreement between software houses and ELSPA exists that, essentially, outlaws the covermounting of ex-commercial games on Amiga coverdisks. This means that most coverdisks are collections of demos and PD, most of which you can obtain elsewhere. As for*** **Ninja Remix** ***— why not give them another ring? Sorry I can't be of any more help...***

**LM**

**B** is for **BIFF.** It's not hard to see why Beyond Belief would want to create a platform-orientated arcade adventure — after all, the *Dizzy* games worked wonders for CodeMasters, helping them to become what they are today. However, bland backgrounds, cardboard cut-out characters and derivative gameplay make a real monkey out of *Biff*, their *Dizzy* clone without the charm or playability. By far its most entertaining aspect is its cassette inlay cover — it's possibly the most hilarious we've ever seen.

**C** is for **THE COLOUR OF MAGIC.** Although Terry Pratchett's more recent books could be described as 'humour-free' literature, *The Colour of Magic* is undoubtedly his best work to date. The strong jokes and characters lent themselves well to a C64 adventure and, developed by the reknown adventure coder Fergus McNeil in conjunction with Pratchett himself, *Magic* is — in my opinion — the best C64 adventure released.

**D** is for **DANGER MOUSE IN DOUBLE TROUBLE.** Released by the now-defunct Sparklers, *DMIDT* is a confusing and shallow title that really shows its age. I can remember playing it years ago and being utterly confused by one level in particular. I didn't load it again — such was the power of its licence and coding...

**E** is for **EMLYN HUGHES' ARCADE QUIZ.** Just why Audiogenic felt the C64-owning public would respond favourably to an Emlyn Hughes license is beyond me, and that's ignoring the fact *Arcade Quiz* is, as the title suggests, a 'quiz' game...

**F** is for **FAST FOOD.** *Fast Food*? Pac Man, more like...

**G** is for **GAZZA 2.** Paul Gascoigne's first C64 appearance (sic) was awful; his second — although superior — was also dire. Slow gameplay, poorly-defined graphics... a nightmare of a soccer game and nothing but.

**H** is for **HERBERT'S DUMMY RUN.** Remember the Wally Week games? The name alone reveals the game's age — who'd call a game *Herbert's*

# TRAITOR

Dear Lloyd,

Firstly, well done to the team on creating an excellent C64 mag. Having been with ZZAP! since Issue 82, I was quite sad when Issue 90 announced ZZAP! was to be replaced by COMMODORE FORCE. But when I saw COMMODORE FORCE I was amazed at how much better than ZZAP! it was.

Now onto a few questions:

**1)** I was reading a copy of CRASH at a friend's house and was surprised when I saw a section called Lloyd Mangram's Forum. In it were lots of nasty Commodore jokes. Who's side are you on, Lloyd?

***Ahem... look, I had to humour them, didn't I? No really, I did...***

**2)** Could you ask the Tipster to print an invincibility cheat for *Monty on the Run*, please? On the subject of *Monty on the Run*, when my copy is loading it displays an advert for ZZAP! 64. My copy is an old Kixx version (not the one on the *Multimixx 5* compilation). Does it display this on any other versions?

***The ad has been on all versions of the game, but first appeared on the original Gremlin release — nobody thought to take it off when it was re-released by Kixx. I asked Miles to print a cheat for Monty on the Run,*** but he was busy being murdered by James for writing nasty things about him in the tips section.

**3)** Finally, why do people laugh at C64s? Say they're crap? Someone who owns a BBC 32k said that a BBC is better than a '64? The C64's just as good as a console!

***I think any BBC Micro owner who laughs at a C64 either has a strange sense of humour or a complete lack of brains. Or both.***

Anyway, keep up the good work with COMMODORE FORCE. I hope it goes forever!

**Chris Hack, Farnham, Surrey**

● ***Yep, we're great, we are.***
**LM**

# WHERE ARE THEY?

Dear Lloyd,

In Issue Eleven, your review of the Top 100 games was excellent. Included were titles I would like to purchase, as, having owned many different computers, I'm purchasing a C64 again to re-live the classic software.

Unfortunately, I've had difficulties and found the games hard to find. Is it possible for COMMODORE FORCE to interact with readers and suppliers to make the classic titles available? Also, is it possible to obtain budget titles on disk? Are games such as *Gunship* sufficiently different compared to to cassette versions, or is there a perfectly logical explanation for why most cheap games are tape only?

There's still scope for the supposedly aging C64, as titles such as *Lemmings* and *Mayhem* have — and are — proving, so let's all of us put a little in to get a lot out.

**Trevor Attridge, Epping, Essex**

# TELLING MOVES

Dear Lloyd,

There's only one decent Commodore 64 magazine and guess what? COMMODORE FORCE is it! Anyway, on with the questions:

**1)** According to the shops in Yeovil and Southampton, the C64 has been discontinued. Is this true?

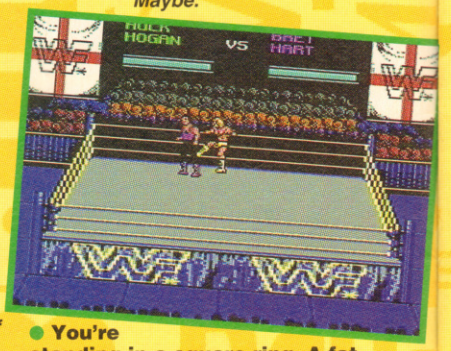
***The C64 hasn't been manufactured for a while, so you could say it's discontinued — but they are still in circulation.***

**2)** If it is, where can I get a new C64? For some reason my current one no longer loads games, for some reason or other.

***Look for advertisements in issues of COMMODORE FORCE — I'm sure I've seen offers for cheap '64s.***

**3)** Put some more PD demos on your covertapes.

***Maybe.***




● **You're standing in a square ring. A fat, greasy yobbo approaches. Hmm...**

*Dummy Run* these days? Although vastly inferior to its predecessor — the wonderfully crap but charming *Everyone's a Wally* — *Dummy Run*'s an arcade adventure in the *Dizzy* mold, except *Dizzy* didn't exist back then. Ah, those were the days...

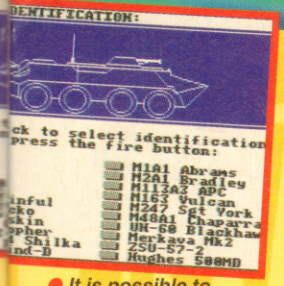
**I** **is for INTERNATIONAL SOCCER.** Probably the first (and certainly for a long time, best) C64 soccer game, *International Soccer* was given away in early Commodore packs. So why, when so many users already owned it, did CRL consider it appropriate to re-release it?

**J** **is for JACK THE RIPPER.** As you'll well know if you've been following the news of late, computer titles containing sex, violence or anything else that could be deemed 'unsuitable' by watch-dogs have to be submitted for classification. This is, though, an entirely voluntary action — and hey, it's great for stirring up a bit of extra hype. CRL, bless their cottons, added gore to *Jack The Ripper*, submitted it for classification and — shock — got a rating. Shamefully, it was a particularly dull adventure, and the grainy shots that led to its rating were poor, to say the least. Now what did I say about hype...

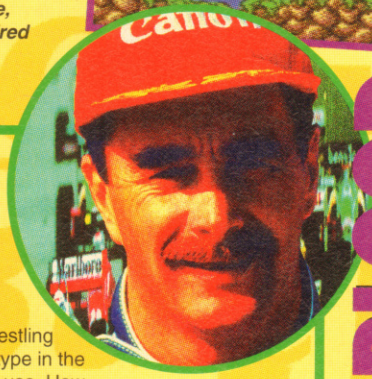
**K** **is for KICK OFF.** Once the cream of 16-bit computer football, *Kick Off* pales in comparison to the more recent *Sensible Soccer* and *Goal!*. The C64 conversion is dire, and for some reason the pitch scrolls horizontally; a far cry from the original's vertical playing field-type tomfoolery. I mean, it's not as if Anco had a dodgy soccer game lying around that they stuck the *Kick Off* name onto and released it into a marketplace of — in their reckoning — soccer-mad suckers? Just speculating...

**L** **is for LASER SQUAD.** Simply superb.

**M** **is for MAD FLUNKY.** However, if you've owned a C64 for ages, you might know the game better as simply *Flunky*, the aging Don Preistly game. For some strange reason, when Alternative re-released it, they felt the word 'Mad' would improve sales. Why else would they have changed it? Personally I'd never have had anything to do with it in the first place...




● *It is possible to find the classics, but you've got to be prepared to search for them.* **Gunship** *is sufficiently superior on disk to make it a worthwhile purchase, but the reason most budget games are tape-only is that, while a fair few C64 owners have a disk drive, nearly one hundred percent own a cassette deck.*
**LM**



4) Where can I get a modem from and how much will it cost?

*Again, check out advertisements.*

5) I want to program a text wrestling game where you type in the move you want to use. How should I go about this, because I've never programmed a game before?

*Buy a C64 programming tutorial book. If you search carefully enough, I've no doubt you'll find one.*

6) Will *Nigel Mansell* be coming out on the C64?

*No. But look on the bright side —* **Nigel Mansell** *won't be coming out on the C64!*

**Alex 'Albert' Brown, Yeovil**

● *Look, you're all sending me lists of questions on purpose, aren't you?*
**LM**

## NEW BLOOD

Dear Lloyd

Don't worry. No questions!

I have recently bought a Commodore 64, then picked up a copy of COMMODORE FORCE. I like it… no I love it. Oh yeah, that reminds me, since last ish Paul O'Brien (tee hee) announced that he was no longer going to buy COMMODORE FORCE, You can consider me his official replacement.

Thanks for the Reel Action cassettes, I loved them and I love *Mayhem*, *Creatures* and *Slicks* (my top three games). Mind you, I only have seven different games anyway, and since I still owe my mum the money for the C64 it'll be a long time before I can afford any more (not boring you with my financial situation am I?).

I can't wait for *Lemmings*. It looks good. Please print my letter, after all I am a newcomer. I might be offended if you didn't!

**Duncan J Jackson, Exeter.**

PS If anyone else is thinking about giving up reading COMMODORE FORCE, then don't. It's a cool mag!

PPS I like your bag. I think it looks great on you!

● *Well, welcome. Yes, my bag does look good on me, and COMMODORE FORCE is, indeed, a cool mag. Is that a big enough answer for you?*
**LM**

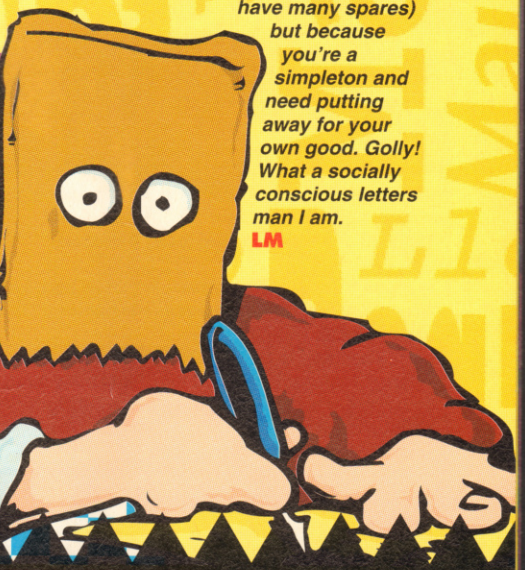
## BAG NAPPING!

Dear Mangy Mangram,

I have your paper bag! I'm holding it hostage in the local pub, and be warned — my friends and I are toasting our hands over an open fire. Unless you want to see your beloved garment go the same way as the Papal ballot papers (a Catholics-only gag there), send £1000-worth of used Commodore games to the above address. Be warned, Mangram — I don't make idle threats!

**R Supward, Erdington, Birmingham**

● *You're obviously new to this blackmail game my son. Master criminals make mistakes but even the doziest of extortionists ought to know better than to include their home address with their ransom note! I'm forwarding your letter to the Old Bill — not for the crime of bag-snatching (heinous though it is, I have many spares) but because you're a simpleton and need putting away for your own good. Golly! What a socially conscious letters man I am.*
**LM**



**N is for NAVY MOVES.** Programmed by Dinamic, the European software house under the delusion that computer games are played by masochists, *Navy Moves* is hard. Just like every other Dinamic game, in fact. The thing is, it's not a challenging difficulty level; 'frustrating the extreme' would be be an accurate description, while 'a load of old cobblers' is spookily apt, too.

**O is for OINK!.** Anyone remember Uncle Pig? Pete and his Pimple? Rubbishman? Crap, weren't they? As part of the dismal Oink! comic with its pre-pubescent (and awful) humour, they sufficed. However, tacky comic characters do not a good game make. I hate Uncle Pig, I hate his comic, I hate his game. I like bacon, though.

**P is for PAPERBOY.** As a simple arcade game to chuck the odd 10p into, *Paperboy*'s a laugh. As a C64 game costing £3.99, it's not too bad, not too great. But did you know there are Paperboy carts for the consoles? They're not on *my* Christmas list, I can assure you…

**Q is for QUAKE MINUS ONE.** An ancient Monolith game, *Quake* was a weird interactive adventure game. Of sorts. I can't find a copy anywhere, and I've always been curious to see it, so if any of you out there can lend me a copy…

**R is for RASTAN SAGA.** While the C64 version of *Rastan* isn't too hot, I've always been a fan of the Spectrum version, despite one mind-numbing flaw it had. Whenever I played Spectrum games, I'd (notice the use of past tense!) always use the keyboard; in particular, Q for up, A for down, O and P for left and right respectively, and M to fire. However, *Rastan*'s abort button just happened to be the 'break' key, which most ex-Sinclair users will know as being the same as the Space bar. Imagine what it's like to get so far into a game, only to accidentally abort it… arggh!

**S is for SAMANTHA FOX STRIP POKER.** Anyone sad enough to buy this game deserves to be utterly ridiculed. But if there are any of you out there who've bought it and made the excuse '…but I couldn't find another decent card game' then heed my words — you're a sad pervert, you are. And a coward. If you really must see a few dirty pictures, why not buy the Sun

# AGE CONCERN

Dear Old Fart,

How old are you, exactly? If you're as old as you say you are, why don't you draw your pension and retire? Not that I'm trying to get rid of you or anything, but we don't want you to work yourself into an early grave, even if you've already got one foot in it. Help the aged, that's what I say!

**John Holsgrove, Leeds**

● ***Hmm, insults eh? Listen pal — there's a few good years left in this old dog yet. As for retiring and getting a pension, well, I'd certainly have more money than I've got now but what about heating bills? At least office warmth's free.***

***You're a cheeky little beggar aren't you?***

**LM**

# DUBIOUS TECHNICALITIES

Dear Lloyd

I wasn't sure who to write this letter to (either you or that Brian bloke) so I thought I might as well write to you. I have two problems I'd like to clear up that have been bugging me for quite some time. First of all I'm having a bit of trouble with my trusty old Commodore tape machine. It's not that old chestnut of loading, it's a new problem known as plastic fatigue — in other words, the bloody thing's falling apart! The first thing I did was to wrap the machine in Sellotape to keep it together, but not only did this look awful but I had a bit of trouble opening the tape lid due to where the Sellotape had been stuck. Can you suggest any adhesives that I could use to successfully hold it together or will I have to buy a new machine? My second problem is that my little brother has only gone and got his finger stuck in the cassette port of the Commodore. I wouldn't normally have noticed but I have a really hot game that I want to play and no matter how I try to unstick my brother he just won't move. Do you know of any industrial lubricants that might help or should I buy a new Commodore instead?

Yours Sincerely

**W Wimple, Oxford House, Catford**

PS My cat's done something nasty on my Commodore monitor — please help!

● ***Dilapidated datasettes can be a problem. All good modeling shops supply a range of adhesives suitable for most plastic-based polymers. Airfix glue is strong but must be applied carefully to avoid sticky lumps. Liquid adhesives aren't as messy to use but you pay the price with a less durable bond. Pritt-sticks, available at most stationary stores, should work in the short term but try to avoid Gloy glue — it's excellent for home-made greeting cards but a pain when used in conjunction with domestic computer peripheral repairs. A word of warning: whichever you choose be sure to avoid contact with eyes. If this occurs inform your optician immediately. As for your brother, I think there may be a deeper, underlying problem here. His attachment to your computer may be his way of seeking affection. Talk to your parents and get them to spread their love more equally between you and he. If the problem persists contact your local social services.***

**LM**

***PS Shoot the cat!***

# YOU SEXY CREATURES...

Dear Lloyd,

I think *Creatures* is the best C64 game ever and James Price is a sexy beast! Sorry this letter is written in crayon, but they won't allow sharp objects where I am.

**Lucy Hickson, Farringdon, London**

● ***It seems quite a lot of people would agree with you about* Creatures *(see December issue's Readers' Top 100) but the bit about James...***

***All I can say is I'm glad they've locked you up where you belong. I couldn't sleep at night knowing such a twisted persona to be freely walking our streets. Er... alright James mate, how ya doin'... ouch!***

**LM**

**Well, that's yer lot for this issue, folks. Keep those letters rolling in and, just maybe, you'll win a prize. Surprisingly, no-one got kippered this month, but be warned — there's always the chance! Send your mail to: Mangram's Mailbag, COMMODORE FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Bye!**

instead? The pictures are in colour *and* they're not poorly-digitised. It's only 20p as well. Have fun.

**T** is for **TERMINATOR 2.** Isn't it strange that on every computer and console system, there's not a decent *Terminator 2* game? After all, the film provided a decent amount of scope for a playable game, the power of the license ensures enough people buy it to cover development costs... so why didn't the respective companies invest a little more into putting out decent product? The only playable effort is *T2: The Arcade Machine*, an *Operation Wolf*-type blaster with impressive cosmetics. Though the C64 version was bad, take solace from the fact it wasn't anywhere near as bad the Master System game...

**U** is for **UNDERWURLDE.** Despite Ultimate's impressive Spectrum pedigree, they seldom released anything astounding on the C64. Their conversion of *Underwurlde* — a classic on the Spectrum — was greeted by a mixed reception, with reviewers feeling the release was six months too late. After all, back then things moved a lot quicker, and few titles stood the test of time. Still, I reckon *Underwurlde*'s excellent — a platform game of the old school, it's infuriating addictive... even its flaws add to its charm.

**V** is for **V.** Remember the weird sci-fi series? In it, a host of reptilian aliens disguised themselves as humans and spoke of peace and harmony between planets, in an attempt to win the trust of world leaders. This act of deception was intended to disguise their true aim — to drain the Earth of its water in order to take it to their own barren, H20less world. This, as you can imagine, would be a bummer for everyone on Earth. The series got worse as it progress, although it *did* a have a loyal cult following, but the game? Well it was a bit crap, really...

**W** is for **WAY OF THE TIGER.** Gremlin's first (and last, to date) beat-'em-up. There were some good ideas in it — fighting skeletons on slippery logs and stuff — but long-term entertainment was hampered by samey opponents, dull player vs computer fighting and a multiload.

**X** is for **XEVIOUS.** A simplistic but highly playable shoot-'em-up, *Xevious* in the arcades was excellent — one of the few arcades machine I'd make an effort to find and play. The C64 conversion, however, was dismal — so bad, in fact, I can't bring myself to discuss it any further, sob...

**Z** is for **ZYTO.** Possibly the worst game name ever, or so I reckon.

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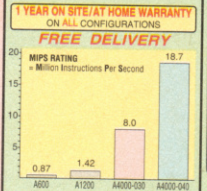


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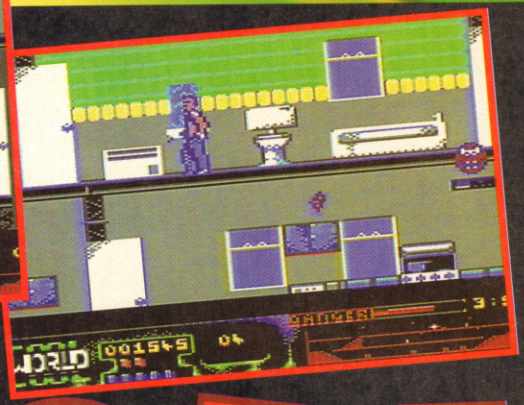


● Jack hated laundry day, so did his underpants come to think of it!

● The Hit Squad, £3.99 Cassette

**Everybody has their own hidden talent. Some can play Monopoly with their feet and some can balance twelve crackers on their forehead whilst naming former Indian leaders of the eighteenth century. Jack Deeb, on the other hand, has a bizarre talent for drawing cartoon worlds that come to life. 'Neat or what?' cries ROB 'DOODLE? MORE LIKE A POODLE!' MILLICHAMP as he dives into *Cool World*...**

# COOL W

Oh honestly! If there's one thing that makes me mad about cartoon worlds that come to life, it's when they start meddling around with the real world and start nicking objects to take back to their world, which naturally causes an imbalance and then the trouble really starts.

The idiot to blame for this occurrence is one wonderfully honest (I don't think) bloke by the name of Jack Deeb who, due to his light fingered goings-on — he's a ruddy thief — is put in Her Majesty's (she's got those in America? — Royal Ed) Jail to hopefully cool him of this uncomely habit. Whilst locked away in his cell he manages to scrounge enough crayons and felt-tip pens to create a whole new cartoon environment that he names Cool World. Of course, no imaginary world would be complete without some imaginary people, Jack's names his inhabitants Doodles, funnily enough. These Doodles appear in many forms, one of the more interesting characters is a long-legged lovely known as Holli Would who, with the help of a few other Doodles, bring the seemingly harmless Cool World to life.

The main problem is that doors or vortexes from the Cool World to the real world have been made by the Doodles, and now they're running around from dimension to dimension, stealing real world objects. Due to all the openings between worlds, there's a great threat on the balance of the universe. The only person who can halt these terrible goings on is the creator of the madness — Jack Deeb.

**Hi I'm Bart Simpson, who the hell are you? Er... shorts, dude, etc... (dribble, froth)**

**"Kim Basinger doesn't appear enough!"**

## Ya stupid doodle...

Predictably, this is where the player comes into the game. The object is to guide Jack through four levels, while keeping the balance of the universe by constantly swapping from one world to another. In the real world you have to shoot the Doodle nasties that try to steal the objects — these are displayed in white on the map at the bottom of the screen. In Cool World you have to retrieve stolen objects from the real world. All this has to be done in the minimum amount of time and naturally staying alive, whilst making sure the bottom meter stays on low to keep the balance of the universe safe.

These tasks have to be repeated over four

## JAMES!

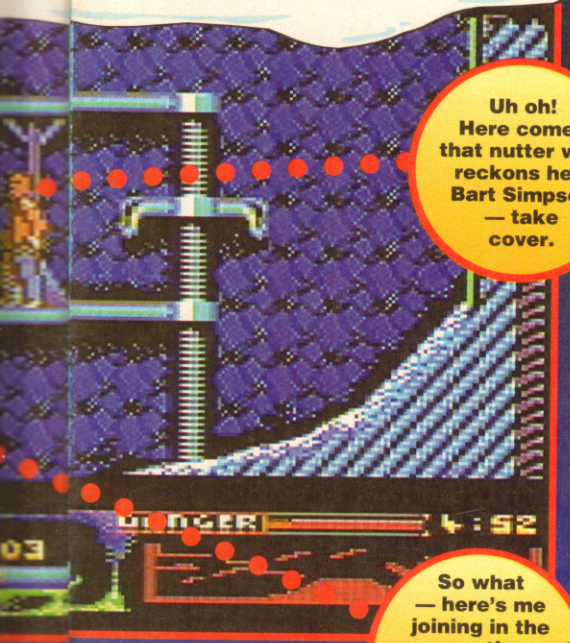
● Call me sour, but I don't like it. Since its initial release early last year, I've found *Cool World* a repetitive, yawn-inspiring, badly-designed tie-in, lacking the character of your average Ocean release. It really is a bland pudding — even the piccys of Kim Basinger, doodle-style, don't inspire any excitement in any way shape or form. Admittedly, it does look good, but as those pretty pictures mean there's an awful multiload, any credit they might get is, well... undeserved. *Cool World* is so unremarkable in so many respects, I'd say the nicest thing I could muse about it would be 'That obscure film tie-in? Bland, isn't it?'.

I like the world 'bland', me. It sounds so much less offensive than 'crap'...

**40%**

● Either those are bullet holes or this house has a major termite problem!

# WORLD



Uh oh! Here comes that nutter who reckons he's Bart Simpson — take cover.

● Here we see Shakin' Stevens in the very ol' house that inspired that song.

So what — here's me joining in the conversation and I'm only a Brusse Is sprout. Where's the justice?

different levels, each with varying degrees of difficulty. First of all you start off in Jack Deeb's house collecting hi-fi's, videos, globes and the like from Cool World, before taking them back to the real world. The second level involves the comic building, repeating pretty much the same thing as in the first level only with different objects to collect. The third is the School and the fourth level is Hotel — again, the same procedures are involved, but more of them.

To leap from the real world to Cool World, you must find a vortex to pass through. There are more than one of these scattered around each level, making it easier to access both worlds quickly.

It all sounds a bit baffling at first, but once you play *Cool World* for a while you'll soon get the hang of controlling a well-animated Jack Deeb around the tricky platforms. The only real nagging bits about the game are little things — like only being able to fire one bullet at a time. This gets a bit on the nasty side if you miss first time, because the bad guys move at a fair turn of speed. The other glitch is the fact that Kim Bassinger doesn't appear enough, but as that's just personal preference — I'll leave it at that. The presentation's great, too. I've said it once and I'll say it again — Jack Deeb is particularly well-animated, as are the frequently-appearing Doodles. Backgrounds are nicely detailed and colourful but there's a lack of serviceable sound.

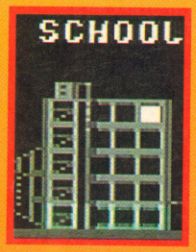
All in all, *Cool World* is a good romp into the ridiculous world of comic worlds and strange happenings, just like the patterns on my pants. Except I reckon my pants are much more colourful.

**ROB! 80%**

## THOSE LEVELS IN FULL!

● Home sweet home! The first level is in the plush surroundings of Jack's house.

● There's trouble down at the comic shop, things just keep disapearing.




● Back to school! All the cups from the staff room are missing (only joking!)

● The trickiest and largest level is set in the local hotel.

## GALE WARNING

■ PRESENTATION ■ COLOURFUL AND DETAILED — 76%

■ GRAPHICS ■ GOOD ANIMATION, ABOVE-AVERAGE BACKGROUNDS — 78%

■ SOUND ■ CURIOUS FX — 69%

■ HOOKABILITY ■ TRICKY BUT TEDIOUS — 69%

■ LASTABILITY ■ MAYBE, POSSIBLY... PROBABLY? — 70%

**FORCE FACTOR 60%**

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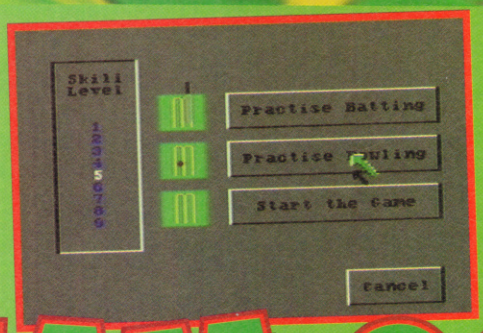
**Ho Ho! Cricket's a funny old game isn't it... well I mean, just look at those stupid things they wear on their legs, they're absolutely off their heads, they are. But the wackiest of the lot has to be that loony Graham Gooch, ho hum...**



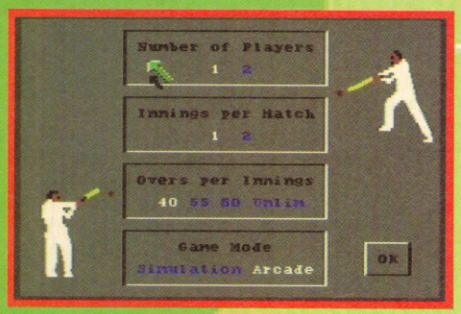
# GRAHAM GOOCH WORLD CLASS CRICKET

**● Audiogenic, £10.99 Cassette, £15.99 Disk**

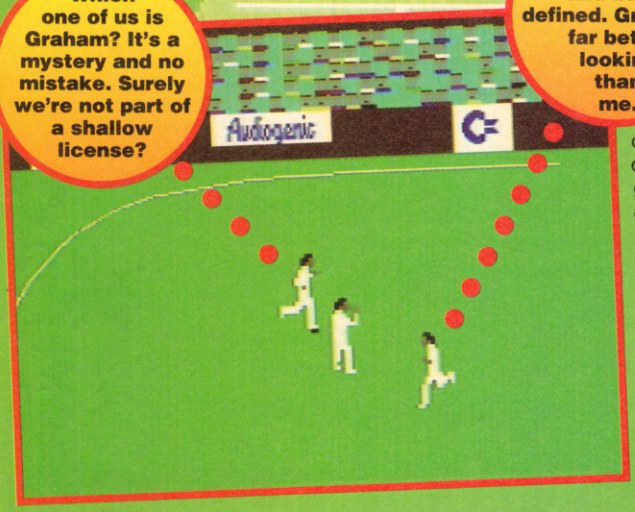
Those of you who aren't instantly familiar with the name Graham Gooch, world famous cricketer and beard collector, probably won't remember when he appeared in the news a few years back after an unfortunate incident with a cricket ball which left him doing a pretty good impression of a panda in a white pullover. Remember him now? All that aside, old Goochy is back with his name gracing Audiogenic's new cricket title. You can brush up on the old willow and red ball tactics either by first entering the two practice modes, one for you to practice the ancient tradition of whacking the hell out of the ball, or the tricky manouvre that has longed stumped (tee hee) men throughout the ages, the art of throwing the red thing.

When you've built up enough confidence with your tactics, you can go straight into a proper game. There are a selection of options that allow you alter and chose various things such as teams that you can either set up youself and save onto a seperate cassette, or accept the team given to you by the computer. You can also choose preset field placings or make your own up if you want. If you're feeling a bit on the lazy side you can just sit back and watch the computer play against itself, so you can get the general idea of play.

My time with *Graham Gooch World Class Cricket* was... kind of like... almost... oh heck. The most enjoyable moments I had with the game were flicking through the option screen, which doesn't say a lot for the rest of the game. When you play a match it's advisable to have somebody sit by your side to keep pinching you and plying you with coffee to stay awake. To call *Graham Gooch World Class Cricket* slow moving and boring would be like saying Nigel Mansel races cars. The whole game's just one long brain-numbing experience throughout. The sprites and backgrounds are weedy — and blocky — making the game a bit of a joke visually. I can't really say that I heard too many atmospheric sound effects or music either, but then again, I can't say that I noticed much gameplay or any other important aspects that are essential to a game... but my mother always did say I'm a little on the dozy side.




● Above: Wonderful option screen, eh? Or something.




**Which one of us is Graham? It's a mystery and no mistake. Surely we're not part of a shallow license?**

**Well it's not me. I'm all blocky and badly defined. Graham's far better looking than me.**

## IAN!

● Remember three-day cricket on the telly? Boring, dreary camera shots, boring, dreary commentators, boring, dreary matches; they should've let the England team go to South Africa, but not let them back!

*Graham Gooch World Class Cricket* is just like that. Whatever its strengths (or otherwise) as a game, it runs (no pun intended) far too slowly to be playable. Ho hum — better give it a full toss into the bin.

**40%**

## GALE WARNING

■ **PRESENTATION** ■ FUNCTIONAL OPTIONS SCREENS **39%**

■ **GRAPHICS** ■ BLOCKY AND BLAND — UGH! **35%**

■ **SOUND** ■ HARDLY TOP OF THE POPS. **35%**

■ **HOOKABILITY** ■ IT'S JUST NOT CRICKET, OR ANYTHING, REALLY! **37%**

■ **LASTABILITY** ■ IT'LL WORK FOR YEARS... AS A DOORSTOP **36%**

**ROB! 38%**

**FORCE FACTOR 39%**

# THE TIPSTER

**With Christmas but a cheery memory, a distinct air of sadness seems to have befallen Impact Magazines. For my part I'm unable to fathom the complex mental processes currently pre-occupying those who scuttle from office to office. Mutterings from the grapevine haven't proved that enlightening, being concerned mainly with changes in greenhouse temperature and humidity. Come to think of it that's all those grapes *ever* talk about. GET A LIFE YOU SAD, SEEDLESS LOSERS! Speaking of plants, have you seen the stuff they spread on fields these days? Erk! I'm thinking of becoming a meatarian. Then again it could just be feeble justification for a pretentious, attention-seeking stunt. And what has all this to do with tips? Of course, tips — now I remember why I came to work today...**

## ALIENS

The ultimate action movie — guns, macho banter, guns, explosions, guns, slimy monsters, guns, guns and guns. You've all by now experienced the C64's interpretation of James Cameron's magnum opus (Reel Action 24) and here's Julian Pearce's helpful list to go with it:

```
1   REM ALIENS CHEAT. INFY STAMINA AND AMMO
2   FOR X=514 TO 552 : READ Y : C=C+Y : POKE X, Y : NEXT
3   IF C=4077 THEN POKE 157, 128 : SYS 514
4   PRINT "DATA ERROR" : END
5   DATA 32, 86, 245, 169, 19, 141, 256, 2, 169, 2, 1, 41, 251, 2
6   DATA 96, 72, 77, 80, 169, 2, 2, 141, 240, 4, 76, 0, 4, 169, 189
7   DATA 141, 150, 133, 141, 63, 132, 141, 130, 107, 76, 27, 8
```

Preston's Wayne Pugh has a couple of hints for you as well.

**1)** Always move your men two at a time.

**2)** Don't bother blasting doors as it wastes valuable ammo.

**3)** Some doors are obscured by alien cack so blow it away.

**4)** If it's dark fire a couple of shots to check whether there's any bugs about.

**5)** Watch the film — it might help (but probably not — The Tipster).

Oh, by the way Wayne — you're this months AR winner (due to the excellent map I unfortunately couldn't squeeze in). Congratzen Hazaar!

## MIKIE

I never liked this one but it would appear I'm in a minority, oh well. Here's how to find the hidden bonus on each screen.

**1)** Walk up to the middle of the teachers table and press shout three times. A grid of nine letters should appear accompanied by 1000 points.

**2)** Go to the middle of the top row of lockers and shout three times, hey presto — another 1000 points.

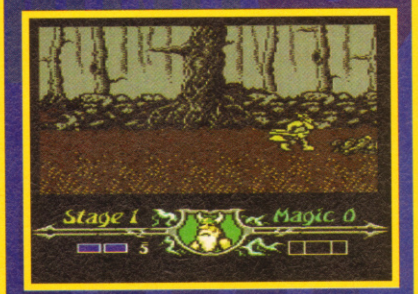
**3)** Walk to the middle of the canteen and (you guessed it) shout three times for (ta da) 1000 points.

**4)** Stand to face the left speaker and, if you're not hoarse by now, shout three times — 1000 points are yours.

**5)** Stand in the middle of the bottom left wall and... no, I won't tell you what to do and I won't tell you how many points you'll get for doing it either. Crumbs!

## GOLDEN AXE

Start the game then, if you feel up to it, prod RUN/STOP followed by the semi-colon key (;).




## BUGGY BOY

It may not have state-of-the-art graphics or flashy presentation but it remains one of the best 3D drive-'em-ups around simply 'cos it's a fun little game. Here's a listing for infinite time allowing you to complete those tracks with ease:

```
10  I=576
20  READ A : IF A=256 THEN SYS 576
30  POKE I, A : I=I+1 : GOTO 20
40  DATA 166, 43, 134, 195, 164, 44, 132, 196
50  DATA 32, 86, 245, 169, 88, 141, 243, 3
60  DATA 169, 2, 141, 244, 3, 76, 13, 8
70  DATA 104, 104, 169, 107, 141, 26, 4, 169
80  DATA 2, 141, 27, 4, 169, 55, 133, 1
90  DATA 76, 0, 4, 169, 96, 141, 9, 156
100 DATA 76, 0, 8, 256
```

# TER!

## GHOULS AND GHOSTS

G'n' G's one of those games you've just gotta keep going back to now and again. It may be old but there's still no sign of greying hairs. Anyway, please accept a consignment of handy reset pokes that'll tweak almost any aspect of the game you care to mention.

NB numbers in brackets mean type in the number you require in the given range, eg typing 134 after the comma in the first poke gives you (ta da) 134 lives — outstanding!

| | |
|---|---|
| POKE 2175, (0 to 255) | Number of lives |
| POKE 2358, 234 | |
| POKE 2359, 234 | |
| POKE 2360, 234 | Infy lives |
| POKE 2203, (0 to 3) | Starting level |
| POKE 2214, (1 to 5) | Choose your weapon |
| POKE 34042, 255 | Zombies bring more pots |
| POKE 2198, (0 to 15) | Change main sprite's colour |
| POKE 7488, 56 | Plant fires in the opposite direction |
| POKE 2240, 9 | Resets timer to nine minutes |
| POKE 3901, 0 | Infy time |
| POKE 7086, 10 | Makes lev one's zombies jump about |
| POKE 7086, 0 | Lets you walk through the zombies |
| POKE 7086, 15 | Zombies become bags after vanishing |
| POKE 7086, 12 | Zombies carry you around |
| POKE 7086, 13 | Makes the zombies fly |
| POKE 7086, 1 | Turns zombies into spitting plants |
| POKE 4242, 42 | Acts like a 'smart bomb' |

Happy? Then type SYS 2128 to play the game.

## ARKANOID

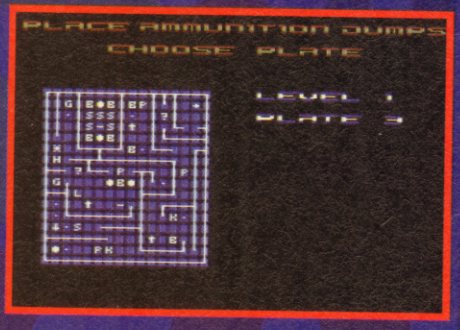
I've had a number of requests for help with this classic of yester-year and, in truly benevolent Tipster-fashion, am happy to oblige. Select a two player game and let player two reach 20 000 points before player one. After this everything player two hits gives an extra life up to a maximum of 87. Now if you can't beat it with all those, maybe you should consider giving up computer games altogether!

## INCREDIBLE SHRINKING SPHERE

Got an Action Replay cartridge? Got a copy of COMMODORE FORCE issue eight? If you answered yes to both these questions then you'll own a copy of ISS *and* be able to cheat on it. How? With the following Replay pokes of course!

| | |
|---|---|
| Infy lives | POKE 33768, 173 |
| | POKE 33783, 173 |
| | POKE 39270, 173 |
| Infy ammo | POKE 41098, 165 |
| Infy shield power | POKE 40960, 165 |
| Infy standing time | POKE 6898, 165 |
| Start level | POKE 39158, (level number multiplied by 0, 4, 8, 12, 16, 20, 24, 28) |

BJ Clarke of Nazeing's responsible for that — it wasn't me, honest guv.




## NEBULUS

Sure it looks great, but that doesn't stop *Nebulus* from being one of the most frustrating games ever. Take a gander at this cheat mode for infy time, lives and keys 1-8 warping to the corresponding towers: Begin a game then pause and press the following keys in order — UP ARROW, J, BACK ARROW. Now press fire to resume your game with the aforementioned cheats activated.

## CABAL

This only works on section two, three and four of each level. Press instant delete and ignore any on-screen instruction — just press any key twice and play on the datasette. If you wish to see the end sequence you'll have to play through the last level properly, however.

## JULIAN'S JAPES

Coming from Nanbury via the pen of Julian Pearce are a couple of handy level-skip cheats for…

## HEAD OVER HEELS

The isometric 3D genre is dead! Why? Because they'll never surpass *H over H*. A perfectly-implemented, perfectly-huge and perfectly-tough adventure made perfectly straight-forward by this little listing…

```
10  FOR I=53229 TO 53261 : READ A : POKE I, A : NEXT
20  SYS 53229
30  DATA 32, 44, 247, 32, 108, 245, 169, 0, 141, 61, 4, 169, 208, 141, 62, 4, 76, 99, 3, 169
40  DATA 0, 141, 154, 122, 141, 126, 117, 238, 32, 208, 76, 80, 0
```

# NOSFERATU the Vampyre

## DRACULA'S CASTLE

**AXE:** Useful for chopping up wood...

**MATCHES:** ... but what to do with it I wonder.

**SWORD:** A nice, easy way to kill those bats.

**LAMP:** Vampires don't like the light.

**KEY:** Use it on the front door to escape.

**BED:** Erm... anyone fancy a nap?

**REVOLVER:** Show those hounds from hell what for!

# DUNGEON


GARLIC: Pooey! No wonder vamps hate it.
FOOD: Tops up flagging energy.
DEEDS: Find 'em and get the hell out.
CRUCIFIX: Essential kit for warding off Drac'.
CHAIR: These can be moved about.
BOOTS: Protection from those roving bugs.

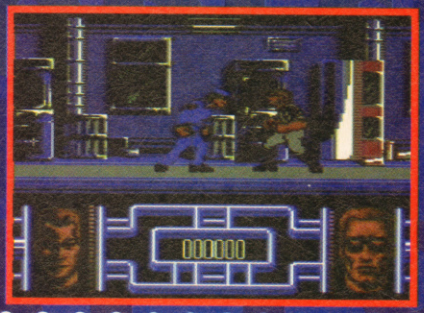
A
B
DEEDS
VAMPIRE
LUCY'S HOUSE
END
TOWN OF WISMAR
HALL
HALL
LOBBY
W.C.
START

# TERMINATOR 2

Okay so the game made a sow's ear out of a silk purse but hey, just for the hell of it, here's a helpful hint for the beat-'em-up sections.

Switch autofire to 'on' and hold fire to guard then, when the T1000 strikes release fire and push left on the joystick to gain rapid punches. When you've got him against the wall hold fire and guard 'til he attacks then duck, punch and watch that energy bar plummet.

Jacob Thornton of Spalding's the man to thank for that.



# PARALLAX

There's a little bug you can use to you advantage in Sensible's outstanding adventure cum shoot-'em-up. All you need to do is land outside the hanger, select normal kit and leave the ship. Enter the hanger and stun the guard with a single shot then nick his card and return to the ship. Now leave the ship again, go back inside, shoot the scientist (who'll have recovered) again for another card. You can keep repeating this to get as many purchasables, credits and codes as you like. And while we're on the subject of codes, here are the level passwords:

1. STACK
2. JEWEL
3. PARCH
4. SALON
5. GLOBE

# RICK DANGEROUS

Dublin's Paul Kelly has this kwik-fit cheat for Ricky Doo. Type 'Flu Fo Matic' on the hi-score table for infy lives (and, while you're at it, write a letter to Miles explaining how it's vital his tips are larger than two sentences. You see, it's all very well typing things in as they come, but unless there's enough text for Claire — our designer — to work with, she'll shout at *me*. Not him — Ed).

# WONDERBOY

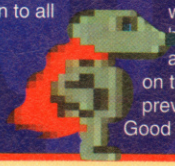
As platform games go it's pretty, well, ordinary really. Still, infy lives wouldn't go amiss would they?

```
3   FOR I=512 TO 562 : READ A : POKE I, A : C=C+A : NEXT I : IF C=5325 THEN SYS 520
4   PRINT "ERROR IN DATA"
5   DATA 169, 44, 141, 116, 10, 76, 0, 1, 169, 40, 141, 40, 3,   169, 2, 141, 41, 3, 198, 157, 169, 0, 162
6   DATA 1, 168, 32, 186, 255, 32, 189, 255, 32, 213, 255, 14, 217, 2, 76, 81, 3, 169, 49, 141, 159, 2
7   DATA 169, 234, 141, 160, 2, 96
```

# IMPOSSAMOLE

Good old Monty Mole, eh? Whatever *did* happen to all those true computer heroes? Here's a cheat for Monty's last escapade all the same:

When approaching a bad guy hold down pause. Admittedly Monty will start to move in slow motion but the enemy are totally frozen and easily dealt with. It also works on the end-level guardians and prevents them from returning fire. Good eh!



# ZOIDS

Hard or what? Type in this little lot for infy missiles and a gun capable of destroying anything those nasty red-heads chuck your way.

```
10   LET A=32768
20   FOR T=0 TO 40 : READ Z
30   POKE A+T, Z : S=S+Z : NEXT T
35   IF S•SMALLER, BIGGER•4804 THEN PRINT "ERROR IN
     DATA BETWEEN LINES 200-240" : END
40   LET A=320
50   FOR T=0 TO 25 : READ Z
60   POKE A+T, Z : P=P+Z : NEXT T
70   IF P•SMALLER, BIGGER•2768 THEN PRINT "ERROR IN
     DATA BETWEEN LINES 260-290" : END
80   PRINT CHR$ (147) "INSERT ZOIDS TAPE THEN
     PRESS ANY KEY"
90   GET K$ : IF K$="" THEN 90
100  SYS 32768
200  DATA 169, 1, 168, 170, 32, 186, 255
210  DATA 169, 0, 32, 189, 255, 32, 213, 255
220  DATA 169, 28, 141, 150, 3, 169, 128, 141, 151, 3, 76,
     221, 2
230  DATA 169, 64, 141, 168, 68, 169, 1
240  DATA 141, 169, 68, 76, 0, 62
260  DATA 169, 77, 141, 253, 10, 169, 1, 141
270  DATA 254, 10, 76, 0, 10
280  DATA 169, 255, 141, 245, 110, 169, 12
290  DATA 141, 17, 76, 76, 0, 46
```

Run the prog and follow on-screen instructions.

**Haha — Finished! At last I can return to the real world after another five pages spent residing in the hectic suburbs of Tipsville. While we're on the subject of hectic, just time to mention the FES show in London: picture the scene — a lone figure, laden with tips and cheats galore, trudging from stand to stand in London's Olympia. High and low I searched but not one C64 could I find... and they call that a show? Bah, humbug. The location of myself: The Tipster, COMMODORE FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. And I know what Dexter Fletcher did...**

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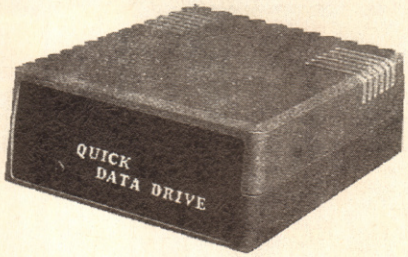


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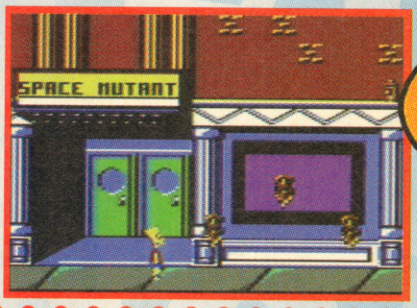
# BACK TO TH

**Welcome one and all to the penultimate instalment of Back to the Feature! Whatever we're going to replace it with is beyond us, but it's not gone yet — and, in 1992, against all odds, neither was the C64. While other 8-bit users noticed a severe lack of software for their systems, '64 owners could sit and be smug with all their new original releases. MILES GUTTERY gets nostalgic about a select few...**

Blinkin' flip — it's last year already! Though there was a distinct fall-off in the amount of new full-price games, 1992 saw the budget and re-release scene really came into its own with a load of quality software becoming available. However, that didn't mean the absence of original software. CodeMasters began putting out some fine titles and the overall quality of full-pricers was actually higher than the 'good old days' when dozens of titles appeared each month, of which only a handful were ever worth the asking price.

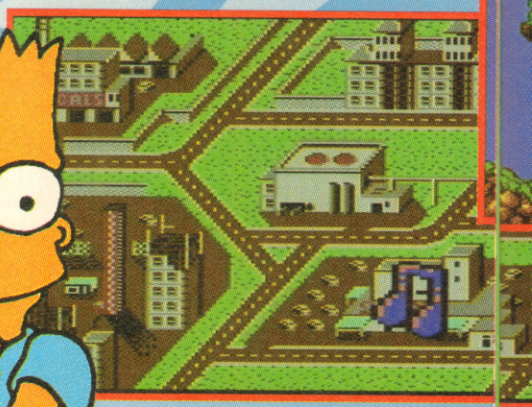
Whoever said games have to be original anyhow? Domark released *Super Space Invaders* to good reviews and rightly so. Gameplay itself was exactly the same as those early eighties machines, apart from the addition of a few power-ups and the odd bonus stage — all that really changed was the graphics. Jazzed up sprites and natty backgrounds gave a nineties feel to the age-old formula — left/right/fire may sound utterly uninteresting but let's face it, 95% of arcade games are little more than reaction tests if we're honest. Run-of-the-mill 'save life as we know it' plots are by the by — big scores are what it's all about and *SSI* was a near-perfect way to let off steam.

If puzzles were your thing however, you could take a trip to Springfield, home of those love 'em or loathe 'em jaundiced oddballs — the Simpsons. *Bart Vs The Space Mutants* from Ocean was a fine arcade adventure featuring smart, cartoony graphics faithful to the series and plenty of action combined with strong puzzle overtones. It may have been infuriatingly tricky at first and a no-hitter in the originality stakes but with all the polish we've come to expect from Ocean, it was a worthy game for Simpsonites and general gamers alike.




Rather less praiseworthy was Imagework's conversion of the *Cisco Heat* coin-op. The game was based around a road race between dozens of Police cars starting at the Golden Gate bridge and taking in most of San Francisco's major sights. With the arcade original boasting huge graphics, 90° bends, and superfast action up and down roller-coaster hills, expectations for a C64 version weren't great. Even so, few were prepared for the horror of its final incarnation. Dreary, boring, unresponsive — none of these are strong enough to relate quite how dreadful C64 *Cisco Heat* really was. This was one game you could be forgiven for loading out of morbid curiosity that reputable companies would market such drivel at eleven (count 'em) quids.

As if to hammer home the point, Titus showed everyone how a license should be done. There aren't many of you who don't own a copy of the fabulous *Blues Brothers* (and if you don't, see me after class). Jiving sounds, cool graphics and perfect platform playability. 91% and cheap at the price!



| | PUBLISHER | ORIGINAL MARK RECEIVED | CF RATING | AVAILABILITY |
|---|---|---|---|---|
| SUPER SPACE INVADERS | DOMARK | 90% | 82% | 8/10 |
| BART VS THE SMS | OCEAN | 85% | 80% | 9/10 |
| CISCO HEAT | IMAGEWORKS | 30% | 5% | 3/10 |
| THE BLUES BROTHERS | TITUS | 91% | 94% | 10/10 |
| CREATURES 2 | THALAMUS | 97% | 94% | 7/10 |
| ROBOCOP | OCEAN | 92% | 92% | 8/10 |

# HE FEATURE

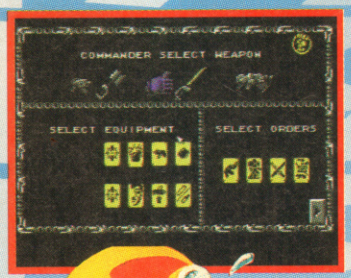
## Creature Comforts

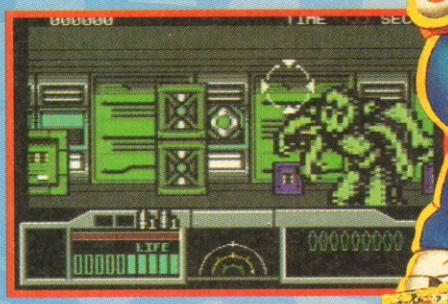
And now, enter the dude who needs no introduction. February greeted the feverishly anticipated return of Clyde Radcliffe in *Creatures 2*. After stunning everyone with the razor sharp platform action of *Creatures*, Apex's sequel opted for an entirely new approach, owing more to the puzzle genre than anything else. Broken up by fairly standard sub-games, the game's main element involved rescuing stricken fuzzies from a gory end in fiendish single screen levels. It was worth playing simply to watch the fuzzies get their comeuppance — talk about sordid. Especially the level with the chainsaw. Ugh. At 97% I wouldn't say the game was overrated but no passwords and an irritating multiload were a problem. Access the novel cheat mode, however, and you had a game resplendent in fun, blood and addiction.

From one sequel to the sequel to a sequel (the word 'sequel' three times in one sentence — betcha can't beat that!), *Robocop 3* arrived in early 1992. After the inspired cart-only *Robocop 2* Ocean elected to stay with the format and pull out all the stops for another action-packed tie-in. Graphics were exceptional, especially the large ED-209s lumbering fluidly around and Jeroen Tel weaved his magic on the accompanying soundtracks. Scrolling levels similar to the previous games plus a flying level featuring jet-pac-clad Robo, as well as *Operation Wolf* style blasting sections all linked together to make an A1 title that oozed quality. Only one question remains — what in blazes happened to the film?

Next up, Ocean popped back down the local arcade and emerged with *Space Gun* grasped firmly in their fists. The resulting conversion of an unremarkable coin-op was favourably accepted by the press. Its *Aliens* meets *Operation Wolf* gameplay was nevertheless flawed and repetitive, its big selling point being the way cosmic monstrosities exploded in a shower of blood and limbs when blasted. Space Gun's graphics wouldn't turn your head if you happened to wander past Currys with this on a telly in the window, but atmospheric between-level pics and text helped an otherwise average outing that didn't deserve its 92% full price rating.

If you preferred you ET zapping with a dash more depth, you'd have been dead chuffed with *Space Crusade* from Gremlin. Converted from a board game (I remember when it was the other way around. Anybody remember the table-top version of Donkey Kong — terminal wasn't it?), the idea was to guide a squad of marines around derelict space ships, completing missions and blasting sundry creatures. Played with each side taking turns to mobilise their characters, it worked rather like a poor man's *Laser Squad*, minus the intricacies. That doesn't mean it wasn't any good — plenty of missions and wide scope for armchair strategists offered loadsa challenge, but frustration could arise due to unnecessarily long pauses while the computer wibbled its people about.



● PP Hammer — our vote as the #1 game title of all time.

Worthy of a mention simply because of its name is the wonderfully-monickered *PP Hammer And His Pneumatic Weapon*(!?). This huge (70 levels) *Rick Dangerous*-ish platformer bolstered derivative and samey play with jolly, cartoon graphics and massive challenge. And before anyone laughs, the pneumatic weapon was a drill, okay?

I know it's been done before but, for want of a better introductory line, when is a movie tie-in not a movie

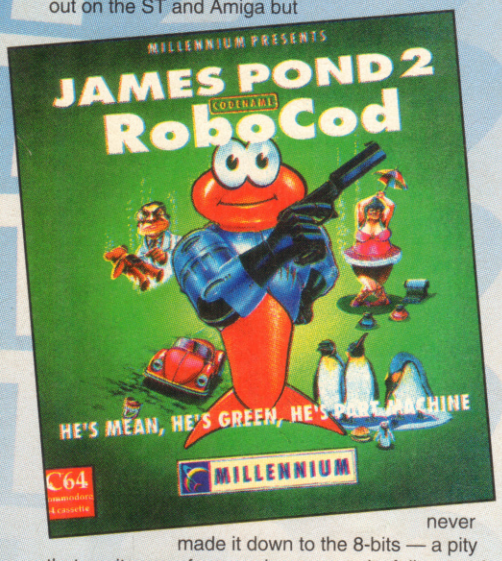
| | PUBLISHER | ORIGINAL MARK RECEIVED | CF RATING | AVAILABILITY |
|---|---|---|---|---|
| SPACE GUN | OCEAN | 92% | 79% | 8/10 |
| PP HAMMER | DEMONWARE | 83% | 83% | 5/10 |
| SPACE CRUSADE | GREMLIN | 93% | 89% | 6/10 |
| INDY AND THE F OF A | US GOLD | 56% | 65% | 5/10 |
| ROBOCOD | US GOLD | 87% | 60% | 8/10 |
| NOBBY THE AARDVARK | THALAMUS | 96% | 91% | 3/10 |

tie-in? When it's *Indiana Jones And The Fate Of Atlantis*. Indy's screen antics might have drawn to a close with *The Last Crusade* but US Gold, never ones to give up a lucrative license, went ahead and produced another game anyway. As it turned out the frustratingly tricky isometric adventure which resulted wasn't much cop (on the C64 anyway) but (or rumour has it) one or two Hollywood bigwigs liked the story so much that a new film was actually on the cards for a while. However, Harrison Ford felt he'd cracked the whip for the last time and nothing further came of it — oh well...

● Check out Nobby the aardvark's antastic anti-ant antics.

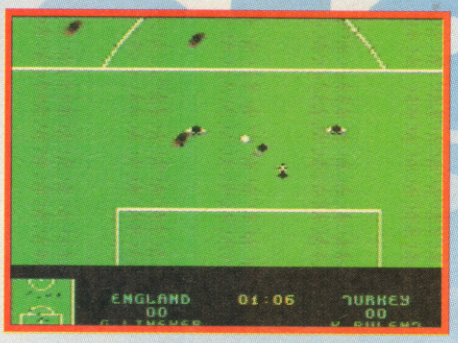
## Fishy release...

US Gold are also the subject of this month's second riddle — when is a sequel *not* a sequel? When it's *James Pond 2: Codename Robocod*. Why? 'Cos the original *James Pond* game came out on the ST and Amiga but




never made it down to the 8-bits — a pity that, as it was a far superior game to its follow-up. I never liked it on the more powerful machines and to my mind, *Robocod* was just as lacking. 'Lacking what?' you may cry — for a start there was, graphical interest, character, originality... most things you expect of a top-notch platformer really.

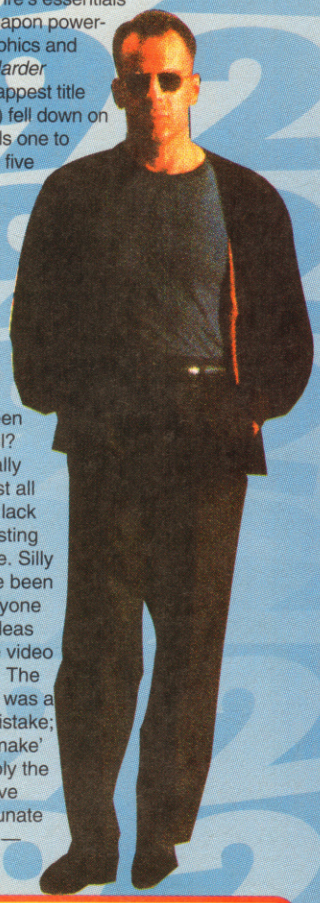
Not short on any of those counts was Thalamus' *Nobby The Aardvark*. What a game, what a pork sausage with attractive garnish and spicy extras! Imagine seven levels, all vastly different in look and gameplay — mazes, platforms on land, sea and even in space. It seemed nowhere was safe from the ant-supping hero in his on-going quest for aardvark paradise — the fabled Antopia (ahem). Thalamus really went to town on all Nobby's aspects giving equal time and thought to each and every section. Nobby wasn't perfect with frustration running high occasionally. Three pixel-perfect jumps were required at the very start to get you going but once you'd got the knack this was an original C64 release to compare with any big license you care to mention. Strangely, and for reasons unknown (to me anyway) poor old Nobby never really scratched the C64 charts, leading us to belive you — the buying public — either didn't buy it, or couldn't find it.




A couple of footy efforts jogged out of the bootroom during the summer to coincide with those best-forgotten European Championships. England showed in Denmark that no amount of talk and bravado is substitute for weakness in key areas, while Domark and Idea emphasised the point with a brace of dismal tie-ins.

I use the phrase 'tie-in' pretty loosely you understand, as Domark's *Euro Football Champ* didn't even include the competition. One-player games involved playing a match then, if you won, playing another match — there weren't even any team names. *European Champions* from Idea was a bit less appalling with authentic player names for all European national sides, but they still managed to get the simulated competition wrong. It was played as a straight knock-out tournament without the four-team groups of the first round. Good visuals and passing systems promised much, but the computers slowness in switching control between players and lack of challenge served a heavy blow. To cap it all both games had severe cases of the dreaded 'diagonal shot from the corner of the box for a certain goal every time' syndrome. Graham Taylor would no doubt blame the ref but software publishers don't have such a convenient luxury — good job if you ask me!

Die Hard 2 the movie wasn't so much a sequel as a remake — who can forget the immortal line 'How can the same S**t happen to the same guy twice?'. How indeed? For their conversion, Grandslam opted for an *Operation Wolf*-type blaster with the player controlling a floating gunsight used to blow away terrorists against scrolling backdrops based on locations from the movie. All the genre's essentials were there — weapon power-ups, detailed graphics and the like but *Die Harder* (contender for crappest title for a sequel ever) fell down on two counts. Levels one to three (there were five in all) were insultingly simple and could be completed with ease in a couple of goes. Secondly, level four was nigh impossible! As for level five, well, no-one's seen it, so who can tell? Hence a potentially playable blast lost all credibility due to lack of proper play-testing and nothing more. Silly 'cos it could have been a blast (and if anyone gets any funny ideas about renting the video out, don't bother. The original Die Hard was a classic and no mistake; the sequel, a 'remake' of sorts, is possibly the worst follow-up I've ever been unfortunate enough to watch — Ed).



| EURO FOOTBALL CHAMP | EUROPEAN CHAMPIONS | DIE HARD 2 |
|---|---|---|
| PUBLISHER: DOMARK | PUBLISHER: IDEAL | PUBLISHER: GRANDSLAM |
| ORIGINAL MARK RECEIVED: 45% | ORIGINAL MARK RECEIVED: 58% | ORIGINAL MARK RECEIVED: 59% |
| CF RATING: 30% | CF RATING: 50% | CF RATING: 59% |
| AVAILABILITY: 4/10 | AVAILABILITY: 4/10 | AVAILABILITY: 6/10 |

**So 1992 stuttered to an uncertain close. Doom and gloom was once more premature, however, as you'll discover next month when the final instalment of BTTF rounds up '93. In the meantime, keep smiling and don't let the bed bugs form a union or strikes could ensue.**

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# THE MIGHTY BRIAN!

MANY HANDS WON'T MAKE LIGHTGUN WORK...

**Some misguided souls are under the delusion that techie stuff is for anoraks alone. That's not true, I can assure you. For example, while out clubbing the other day I ran into my old friend, Bruce Willis. He and Demi (his wife) were having a terrible row, with Brucey arguing that, rather than GOTOing all the time, Demi should use the GOSUB and RETURN commands and create a *proper* sub-routine. I stepped in to point out that both methods, at times, have their benefits, much to the delight of the loving couple, their problem solved. Later that night I met God and explained the complex mathematics of vector graphics and getting them running at the right speed... but that's another story. On with the questions...**

## GOING SUPERNOVA

Dear Brian,

What is this Novaload on the Reel Action tapes every month? I can never seem to load them. Even when I adjust the heads on the recorder the program just crashes. I haven't owned a '64 for very long and am pretty unfamiliar with loading procedures etc. What is wrong? It'll load most over games! Can you help me as I'm going crazy...

Yours patiently,

**Daniel Featherstone, Bournemouth, Dorset**

PS Your tech slot is wicked!

● *Let's start at the beginning, Danny, and work our way to the solution. In the beginning, there was a tape deck. And Commodore saw that it was slow. And they did speak unto the machine code programmers 'Make a system that loads faster.' The end result was Novaload, the official fast loader (although there are many variations). Unfortunately, speeding up the loading time can mean more errors in reading the tape. So, you might like to try a Turbo Datacorder from Forcefield Plaza, or getting you machine checked out by a reputable repair centre (my personal choice is OASIS — see the advert elsewhere in this issue). And if you've got a disk drive, send away for the Reel Action disks!*

**Brian**

*PS Thanks.*

## THE GOOD 'UN

To Prof Brian Strain (the handsome one),

My old '64 sizzled out a few months ago, and I found a C128, but I haven't got a manual — can you help?

Also, how do I attach an OKI 192 printer to my C64? I was told I can't because I only have a tape deck. If this is true why does *Mini Office 2* ask what type of printer?

Have you ever thought of doing a series of in-depth reports about hardware that is still available?

Hope you can help me,

**DG Aylesham, Kent**

● *One insult, one compliment, one even-tempered professor!*

## WHAT'S BUGGING YOU?

Dear Brian,

Is the Bug joystick any good? Is the TIB 3.5" disk drive any good?

Yours wondering-whether-I'llgetareplyly,

**Jason Robinson, Chorley, Lancs**

● *Yes, the Bug joystick is, in fact, a joystick (expert studies confirm this), and it's quite good, but don't fork out for the TIB drive (even if you can find one). Software support is limited to the free disk you get with it, and in the future it doesn't look like there will be any more support for it...*

**Brian**

## A QUESTION OF SPOTS

Dear person in need of plastic surgery, I have some queries...

**1)** I'm thinking of buying a disk drive but cannot afford a 1541-II (they cost 50 quid more than the '64 itself!).

**2)** How much does an Oceanic disk drive cost?

**3)** Does it load faster than tape?

**4)** How compatible is it?

**5)** Where can I get one?

**6)** How about more utilities on the covertape?

**7)** How do I use the Action Replay Machine Code Monitor to enter my own programs?

**8)** I like the new Games Guru section, so keep up the excellent work!

**Mark Horne, Somewhere...**

PS BANANA!

Dear Prof Brian Strain,

Could you help me in how to wire up a Light Gun to the Commodore 64 computer, as I have got one with four wires leading out and don't know which pins on the nine-pin plug to attach them to. Also, I don't have any manuals with my computer so could you help me by printing more information on how to get the best out of my computer.

**Mr T Bran, Southampton, Hampshire**

● *If you don't know how to wire it up, DON'T DO IT! It may be possible to wire the gun up, but I cannot provide diagrams or information on this problem. If the Light Gun isn't designed for the Commodore 64, then don't try and use it with the C64. The Lightphazer or Commodore Light Gun are the only ones guaranteed to work.*

*As for manuals, help is a hand. OASIS (the Company of the month in my book!) have user manuals (for C64 and disk drive) and also C64 Programming Manuals for sale. Check out the advert now.*

**Brian**

*Manuals are hard to come by; C128 manuals even more so. If anyone out there can help, please let me know.*

*The usual advice applies to the OKI 192 printer; Datel's Centronics Printer Link is the cheapest, and will work with* Mini Office 2. *You might also consider the Centronics interface from OASIS (which comes with support software on tape/disk).*

**Brian**

# BRENDAN FROM BELFAST

Dear Commodore Force,

I have a C64 and an MPS 1270A printer, but I can't get the printer on-line with the computer. Could you tell me how to do this. Is there a cartridge or program I need?

**Brendan O'Kane, Belfast, N. Ireland**

● *Brendan, there are three problems you could have...*

1) *Your printer needs paper in it before it will print.*

2) *Your printer needs a SERIAL LEAD. Don't look in your local computer shop, check out the OASIS advert for the correct item. You can check if this is what you need by looking at the back of the computer and printer. If there is a round socket on the printer, like the one marked SERIAL on your computer, then you need a SERIAL LEAD. This means you an use the printer as device 4.*

3) *Your printer may need a CENTRONICS INTERFACE. Your cheapest option is Datel's Centronic Printer Link, or you can try the Centronics Interface from OASIS. However, if your printer can use a SERIAL LEAD (the 6 pin socket) I suggest you use that, as it makes it easier to use with most programs.*

**Brian**

# DESPERATE LEE

Dear Prof,

My latest program needed more than three sprite definitions, so where do I put them? There's room in high memory under the Kernal but it doesn't work (the screen goes blank). Is there an easy way to give a game well-animated and varied graphics without it slowing to a crawl? Where can I get a copy of the Programmers Reference Guide? And what about the Simon's Basic cartridge? Is it any good, and what extra commands does it give you?

Yours desperately,

**Steven Lee, Ripley, Surrey**

● *The technique you require is called BANK SWITCHING. Manuals and programming guides are available from OASIS — see the advertisement elsewhere in this issue.*

*As for Simon's Basic cartridge, it gives extra commands and more speed, but you need the cartridge to use programs made with it, so you can't give copies to your friends or sell them.*

**Brian**

● *I have a question for you, Mark; why insult someone and then ask for their help?*

*The Oceanic disk drive is at least 90 pounds second hand, yes, it loads faster then tape — no point in being slower is there? — and 90% of software should work, but some multiload games won't. YOU HAVE BEEN WARNED!*

*The Oceanic is no longer available commercially as Commodore felt it was unfair competition and stopped companies from selling it, so your only chance is to get one second-hand through a user group, classified adverts in your local paper, or Micro Computer Mart.*

*To use the AR Machine Code Monitor, enter A (for assemble) followed by the address to start assembling (eg C000) and then the instructions. Haven't you got a user manual with your cartridge? Oh, and if you want utilities, pester James — right?*

**Brian**

*PS I've gone off bananas as they give me indigestion. Try an apple instead.*

# RUNNING ORDER

Dear Brian,

I've been having a few problems getting short programs I've written to run. I type in a commands, but they work straight away and can't be saved. Please can you help me — I'm tearing my hair out!

**Peter Davis, Altringham**

● *Don't worry — the solution's a painless, comprehensive and, most of all, simple one. The first thing you've got to learn is to use numbers so the C64 can 'store' program lines and commands in memory. For example:*

```
10 PRINT "Boy, have I been stupid!"
15 PRINT " "
20 PRINT "If only I'd written to Brian Strain sooner"
25 PRINT " "
30 PRINT "Perhaps the best thing I could do is find
a book on C64 Basic programming. In fact, most
books on Basic will point me in the right general
direction, so to speak, and give me indications of
what can and can't be done"
35 PRINT " "
40 GOTO 10
```

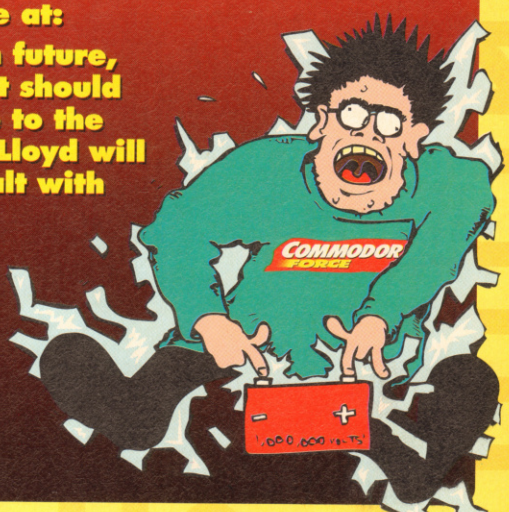
*Admittedly, it's hardly the most amazing program ever, but it's more informative than* Stun Runner, *and marginally more entertaining. There are so many different books on the subject of Basic programming it's hard to recommend any particular one — almost as hard as it is to find them these days! Speak to your local librarian and see if they've one in stock and, if not, if they can order one.*

**Brian**

Professor Brian Strain,
COMMODORE FORCE,
Impact Magazines,
Ludlow,
Shropshire
SY8 1JW.

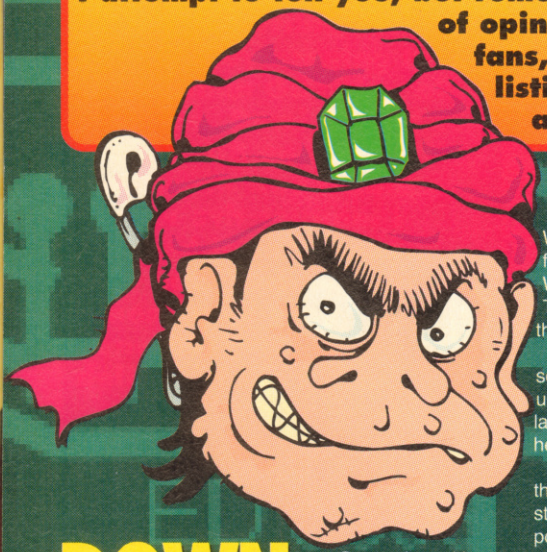
**Write to me, a veritable treasure trove of knowledge at:**

**Oh, and in future, letters that should have gone to the Tipster or Lloyd will not be dealt with by me — they'll be flushed down the toilet... you have been warned!**



# THE GAMES GURU

**This month: a special edition four page turban extravaganza. You may have followed the series so far, and wondered 'What makes a good game?' This month I attempt to tell you, but remember — it's all a matter of opinion. For all you typing fans, I've even got a few listings for you to input, run and be delighted with...**



## DOWN, DOWN, DEEPER AND DOWN...

So, you're writing a game? What is the first key point? INSPIRATION! The source of inspiration may be hours chewing nails and biting pencils, or watching a favourite TV show or film and thinking 'This would make a good game!'. But once you've the original idea it's time to...

## PLAN, PLAN, PLAN

What are the key features of the game? What 'style' of game is it? These are the questions that must be answered, and quickly!

Key features of a game are things like... is there something important the player must pick up or use? Game objects vary from a red herring to the latest all-powerful flamethrower and Pop Tart heater!

The style of the game means two basic things. Is the game a shoot-'em-up, a platform game, a strategy game or what? How is the player portrayed on screen? And most importantly of all, what's the central theme of the game? A cute, scrolling platform game featuring a small dinosaur may sound good, but what is the aim of each level and the overall game?

## AND THEN THERE WAS...

If you've got this far and wondered 'What the chuff's he going on about?' or even 'Let's turn the page', start thinking 'I wonder if he'll tell us about the different types of games that have evolved over the years?' A small summary is in order for those new recruits to the Commodore fold.

## THE SHOOT-'EM-UP

From Space Invaders to Defender, the shoot-'em-up (so called because your aim is to destroy your enemies by shooting them up the... time to close the brackets!) is basically mind over matter, and don't spare the bullets (We don't mind and the aliens don't matter, eh — Miles)! Whether you have a single screen, a horizontally-scrolling landscape, or a frantic upward chase, you'll come across extra weapons, enemies (in all shapes and sizes from weedy spaceships to massive planet-destroying baddies at the end of a level) and a simple objective — kill or be killed!

## THE PLATFORM GAME

Basically, the platform game is set on horizontal surfaces, where enemies patrol, useful objects appear and our hero wanders around hopelessly as he's controlled by the player. Of course, you can always have a platform shoot-'em-up, or you could make the basic idea to pick up and use objects in certain places — which leads us nicely onto...

## THE ARCADE ADVENTURE

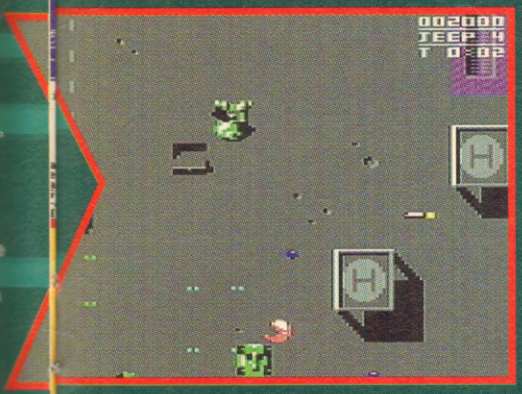
Here, the important things are the objects — pick up a rope to swing across that gap, pick up a key to get through a door. Time limits or energy set a limit to the play, and enemies appear again, normally to slow you down or take away your energy. Nasty enemies may even steal your objects, making the task even more difficult...

## THE ADVENTURE

If you like using objects, interacting with people and visiting interesting places, a graphic or text adventure is for you! Communicating with the computer with the use of words, you describe the actions of the main character ( and there's no inch high sprite to lose control of). It's challenging, and you'll need to devise a strategy to over come the problems — these could range from fire-breathing dragons to a crowd at a pop concert.

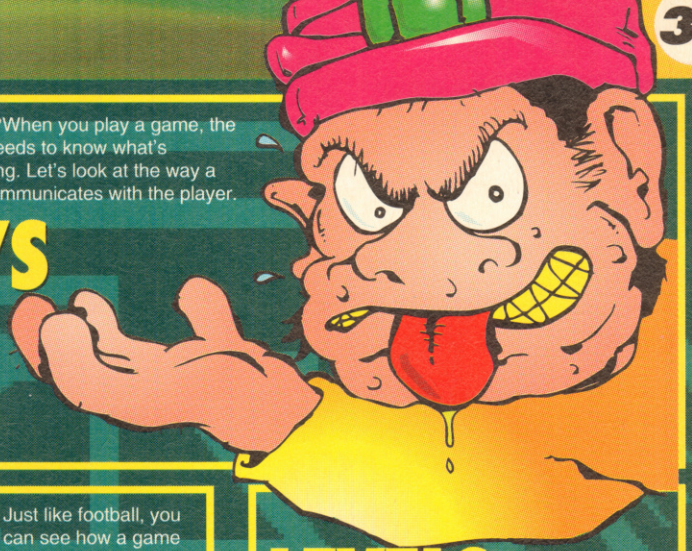
## THE STRATEGY GAME

For those with devious mind, try and out-think Napoleon or Patton with the myriad of strategy and war games about. Control individual soldiers or massive regiments; the map is the most important feature. The different terrain provides a challenge, the computer-controlled enemy (or even another player) can ambush you at any time.



# THE GAME'S THE THING

But what does it all mean? When you play a game, the player needs to know what's happening. Let's look at the way a game communicates with the player.



## SCORE

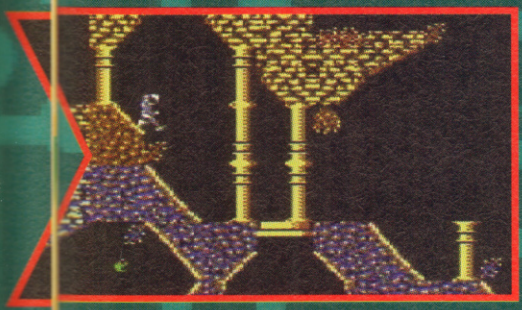
Just like football, you can see how a game is going by glancing at the score. This is normally expressed as 'points', with the objective being to score as many points as you can. You might see anything from a few hundred points a time to the massive multimillion point scores in games like *Rainbow Islands*.

Another way of measuring a score is a percentage, or even as a 'target' for the current level/screen. You might have to collect 'so many objects a level' or 'kill 25 enemies' for example.

Even adventure games aren't exempt from the scoring craze. You'll probably find your every action may carry a positive or negative bonus, so don't destroy that mystery object until you know what it does.

## LEVELS

Dividing the game into levels can make the task of writing the game easier; a series of distinct 'tasks'. Besides, it's easier to say 'I reached level 4-4' than 'I got past that big alien near the red power up after you've destroyed the orange things'. Of course, the game must flow from level to level, making good presentation important



## THE PUZZLE GAME

Tired of joystick waggling? Fed up of shooting aliens? Get dextrous, get active, get your brain in gear and try a puzzle game. From geometric shapes dropping down the screen in the classic *Tetris* (a game that was first released on the Commodore 64 and other home computers) to the devious games that require you to match shapes, make molecules or build pipelines to carry green gunge. Of course, you'll be frustrated, annoyed, relieved, persistent and elated along the way...

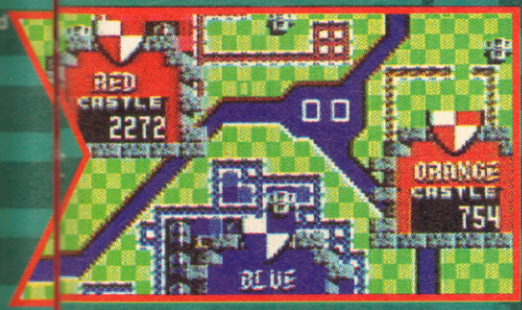
## THE UNUSUAL FEATURE

Just one unusual feature in the game might mean people will play it more than once (although blue hedgehogs are definitely OUT!). Whether it's a small yellow dinosaur who charges head-first into other dinosaurs, unique 3-D polygon graphics running at three trillion frames a second or just that it actually plays well, that little bit of extra attention will help...

## LIVES

'Get a life' may be an obnoxious phrase (unless you shout it at the nearest console owner), but the circumstances in the game may dictate problems. Running into a sharp spike or getting hit with a giant bullet won't allow you to get very far will it?

Adventure games often come under fire for having too many 'sudden death' locations; a single wrong command can send you back to the start, with a higher blood pressure! The exception to the rule was a game known as *Jinxter* where you couldn't die (but your mistakes could make the game impossible to continue with) and *Corruption* (by the same authors) which was set in 'real time' with a very interesting booby-trap in the Ferrari...




## ENERGY/SHIELDS

Closely linked to Lives, energy or shields open up several options. You can have extra energy to pick up, or bonus games to play for more energy. Seeing the energy bar onscreen makes the player more aware of what is in the game, as everything becomes a drainer or a builder of energy.

## THE END

Yes, you must think carefully about how a game is going to end (and of course how it starts). If your objective is to build a ship, start the player off with only a plan of what is wanted. If the player succeeds in rescuing the Princess (It's usually a princess so don't call me sexist!) then we want to see the princess or the reward!

# BACK TO THE PAST

**After issue 14's beautifully-crafted look at bitmapped graphics, and this issue's look at what features and ideas make up a game, it's time to return to a subject covered earlier in the series**

## RASTER INTERRUPTS.

I'm sure you're familiar with the idea that an electron beam scans across the picture on your TV to build up the picture line by line. One of the clever hardware tricks that the C64 can achieve is to know where the beam is drawing and translate it into a value that is stored in memory.The register we need to look at is location 53266 (the VIC chip's 18th register, so if V=53248

then 53266=v+18) and the following program will give you the current LINE of display the raster line is drawing:

```
10 PRINT CHR$ (147):CHR$(19):
20 T=PEEK (532660): U=(PEEK(53265)AND128)
30 IF U=128 THEN T=T+256
30 PRINTT; "      "
40 PRINTCHR$(19)
```

This will give you a constantly changing number at the top of your display. But why have we PEEKED two locations in the program? And why do we need the AND 128?

## HOME, HOME ON THE RANGE...

The secret of the second PEEK is in the range of numbers that rasters can pass through. The screen area that's being re-drawn 50 times a second consists of the border AND the screen.

There are 200 raster lines visible in the display area. Eight raster lines equals one row of characters inside the border — these are numbered from 51 to 251. This leaves us 50 lines above the display in the top border, and 50 lines below. so, this gives us a number greater than 255 (which is the maximum that any register can hold). The extra 'bit' is held in the previous location (53265 or V+17).

To read the extra bit, we need to AND with 128. This tells us whether the bit is set (the raster beam is pointing to lines 256 onwards) or not set (the raster beam is pointing at a higher line on the screen, which has a number less than 256).

## NOTHING TO WRITE HOME ABOUT...

Now comes the clever bit... telling the computer to interrupt the progress of the beam. The sequence of steps below will explain what happens (but don't enter the commands as shown, a demonstration program follows).

**1** POKEing a value into location 53266 (and bit 7 of 53265) will tell the computer that we wish to wait until the raster beam is pointing to the line we want. POKE 53266, 100 will wait until raster line 100 is reached.

**2** We need to tell the computer to cause an IRQ (interrupt request) when the raster beam reaches our specified line. We also need to set a bit in the INTERRUPT ENABLE REGISTER, location 53274 (VIC+26). Bit 0 deals with raster interrupts, and will enable the interrupts we want. So

```
POKE 53274,PEEK (53274)OR(2^0) will enable, and
POKE 53274, (PEEK(53274)AND254) will disable.
```

**3** We now need to tell the computer that when the IRQ occurs, it needs to jump to a new location (the code dealing with what is happening). This is achieved by changing locations 788 and 789 to point to the code. So if our new code is at 49152, we need to split it into HIGH BYTE and LOW BYTE (the computer cannot store an address in one memory location).

```
HIGH=INT (ADDRESS/256)
LOW=256*(ADDRESS/256)-INT(ADDRESS/256)
POKE 788, LOW
POKE 789, HIGH
```

**4** Your computer will now merrily execute the code at location 49152 every time it reaches the specified raster line.
This isn't a working example shown above, but...

## HERE'S ONE I PREPARED EARLIER

This little listing is one that will help everyone out there. It's called a MULTIPLEXOR, and is used to display more that eight sprites onscreen at a time. This is just a rough version to show you the principle, with a very basic helicopter sprite flying around...

When you've seen enough, press RUN-STOP and RESTORE together to clear the effect. In case you were wondering, line 100 disables all other interrupts to allow us to add our own interrupt, and line 140 enables the interrupts (including our new one).

# NOT MY TYPE...

So, raster interrupts can allow us to execute commands 50 times a second when the raster beam reaches a certain point. But what do you do with them? Here are some examples of how raster interrupts are used in games. By the way, there's another important concept to grasp — 'raster time'. This means the time available to carry out instructions. Since each raster line is updated every 50th of a second, our interrupt code will be executed every 50th. But if your code takes too long, or you tell it to change part of the screen while the raster beam is redrawing it, you get the FLICKERS!

## 1 SOUND EFFECTS AND MUSIC

Constantly updating the sound registers would be a chore if you had to jump to the routine from your main code. By setting an interrupt, you can get constantly updating sound effects, or a wonderful 3-voice piece of music with out slowing down the rest of your program!

## 2 SPLIT SCREEN ACTION

Games need an area of screen to show the current score, lives etc. Now if you've got a character set for the background, it can be very awkward trying to fit all the letters and numbers you need for the score into it as well. So, by setting a split (by causing an interrupt at a certain point), you can have two or more character sets onscreen at a time. The important point to remember is that once the beam has passed the score area, we must tell it to display the background character set again. So, for example...

```
raster line 50 onscreen
'display background set'
(by changing location 53272)
.
.
.
raster line 200
'display score character set'
(change 53272)
.
.
```

This sequence will repeat itself, giving you a perfect result (Of course, the the skill is fitting these routines into the time, along with everything else like scrolling, moving, animating, etc).

## 3 COLOUR MIXING

If you've seen PD demos, or even *Mayhem in Monsterland*, you will have seen colours that aren't in the normal sixteen, and loads of different colours onscreen at a time. How? By setting a raster interrupt and changing the registers associated with colour, this is achievable. It could be the background or character colours, it could even be sprite colours.

For example, by changing the sprite colour between blue and black (so that for one 50th of a second the sprite is black, the next 50th it's blue) you get a very dark blue colour. You can also perform these tricks on the background by 'colour splitting', changing the contents of the multicolour and character colour registers/locations. *Creatures*, *Creatures 2* and *Mayhem* all feature this technique, and the effect is stunning!

```
10 PRINT CHR$ (147)
20 FOR I=O TO 61:READ A:POKE 49152+I:NEXT I
30 FOR I=O TO 32:READ A POKE832+I,A:NEXT I
40 FOR I=33 TO 62:POKE 832+I,0:NEXT I
50 FOR I=2040 TO 2047:POKE I,13:NEXT I
60 FOR I=53287 TO 53294:POKE I,1:NEXT I
70 FOR I=0 TO 14 STEP 2:POKE 53248+I,24+12*I:POKE 53249+I,60
80 NEXT I
90 POKE53269, 255
100 POKE 56333,127
110 POKE788,0:POKE789,192
120 POKE53265, PEEK (953265) AND127
130 POKE POKE 53266,100
140 POKE56333,129:POKE53274,129
150 POKE833,0:POKE834,0
160 FOR I=0 TO 50:NEXT I
170 POKE833,255:POKE834,255
180 FOR I=0 TO 50:NEXT I
190 GOTO 150
200 REM MC CODE
210 DATA 173, 25, 208, 41, 1, 208, 3, 76
220 DATA 49, 234, 141, 25, 208, 173, 18, 208, 48, 34
230 DATA 169, 160, 141, 18, 208, 169, 100, 141
240 DATA 1, 208, 141, 3, 208, 141, 5, 208, 141
250 DATA 7, 208, 141, 9, 208, 141, 11, 208
260 DATA 141, 13, 208, 141, 15, 207, 76, 188, 254
270 DATA 169, 90, 141, 18, 208, 169, 60, 24
280 DATA 144, 219
290 REM SPRITE DATA
300 DATA O, 255, 255, 0, 0, 128, 96, 0
310 DATA 128, 144, 1, 240, 159, 255, 200, 103, 255, 254
320 DATA 0, 14, 127, 0, 6, 127, 0, 3
330 DATA 254, 0, 0, 32
```

# COLOUR ME BADD (BRIAN)

Well, mentioning colour again has given me an idea for next month - an in-depth look at colour on the Commodore 64. In the meantime, here's a little BASIC program that shows you what you'll be seeing next month.

```
10 PRINT CHR$(147)
20 PRINT CHR$(18)
30 CL=INT(8*RND(1))+1
40 ON CL GOTO 50,60,70,80,90,100,110,120
50 PRINT CHR$(5);:GOTO20
60 PRINT CHR$(28);:GOTO20
70 PRINT CHR$(30;:GOTO20
80 PRINT CHR$(31);:GOTO20
90 PRINT CHR$(144);:GOTO20
100 PRINT CHR$(156);:GOTO20
110 PRINT CHR$(158);:GOTO20
120PRINT CHR$(159);:GOTO20
```

**That wraps up another column, and I hope you got what you wanted for Christmas all wrapped in lovely paper! I want more letters from you lot, too — get sending. Write to:**

**THE GAMES GURU**
**Commodore Force,**
**Impact Magazines,**
**Ludlow,**
**Shropshire SY8 1JW**

**Until next month's colourful encounter, it's goodbye from the Guru!**

# THE MAKING OF COMMODORE FORCE

**Ever wondered how our illustrious tome reaches the shelves? Wonder no more — here's IAN 'UNLIKE MURPHY'S, I'M BITTER!' OSBORNE'S complete guide to the making of COMMODORE FORCE...**

It's easy when you know how: at least it would be if you had an infinite budget, easily-pleased readers and nonexistent deadlines. Back in the real world we work really hard to make COMMODORE FORCE the best C64 mag ever — those endless cups of coffee don't drink themselves, you know. So how do we do it? Step by step of course...

## STEP 1

### GETTING THE MATERIAL

Unlike our long-suffering readers, we get our games free here at COMMODORE FORCE. Not that life's a bowl of cherries — we have to keep on our toes with our ears to the ground (those two clichés don't sit too well together, do they?), ever on the look-out for new software.

Of course, review copies are only part of material chasing — what about those previews? If we're to stay one step ahead of our competitors (not difficult under the circumstances) we need to get the low-down on the latest and greatest as soon as the programming team put finger to keyboard... well maybe not quite as soon, but very quickly indeed.

It's not just games either. The news column's often a right pain in the deadline. What do you do if there's nothing going on? Find something, that's what! The CF crew have extensive contacts within the Commodore community, and a lengthy ring-around often yields results. Remember who was first with the *Lemmings* story? Who broke the news about Turbosoft's demise, or Capri Marketing's stocks of older games? You don't get stories like these by faithfully reproducing press releases and articles from the computer trade papers.

Last, but by no means least, there are the contributors to contend with. He may come across as a kind old man in the letters pages, but ol' Lloyd can be a bit of a handful at times. It's no joke when he falls asleep in the middle of his column — we take it in turns to keep him awake!

**● James — caught on film — in a rare working moment.**

## STEP 2

### WRITING THE MAG

We take our reviewing seriously here at COMMODORE FORCE — we spend hours pouring over a game, often indulging in a frank exchange of views on its merits. WE might get the games free, but YOU don't! There's nothing worse than spending a tenner on a crap game which a reviewer raved about because he didn't play it long enough to find its fatal flaw, or reviewed a ridiculously early unfinished version. This doesn't happen here. We offer clear buying recommendations, not wild guesses, though you have to take your personal tastes into account, of course.

Much of the mag is written outside the office, by contributors who write a column or feature in their spare time and get paid more than the CF staff for it. They're called freelancers, and woe betide them if they don't get their material in on time! Our illustrious mag is lovingly created using powerful Apple Macintosh computers, and before the freelance columns can be laid out onto the page they have to be typed in. That's where our roving receptionist, terrific touch-typist and all-round great gal Carol comes in. Give her a wave...

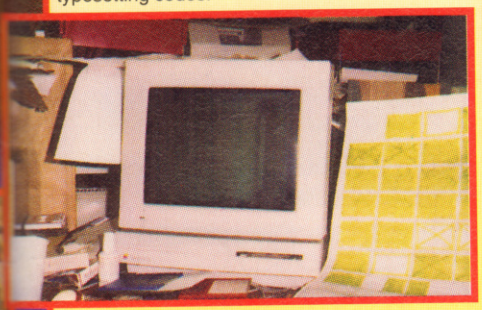
**● Miles demonstrating how pulling a stupid face for a picture can embarrass you in front of thousands. To the side of him: our grabbing Mac, where screenshots are taken.**

# G OF ORE

## STEP 3

### EDITING

Ever wondered what James does for a living? No, not that — we're were talking magazines here, not arrestable offences. First thing in the morning he… goes for a coffee. Later (usually about an hour later) he crawls to his work station, nursing a hangover caused by over-doing it the night before, and — EDITS! Or, in simple terms, knocks the magazine into shape and adds the typesetting codes.



**● James' Mac and a tatty flatplan. We reckon if you dug deep enough through the rubble, you'd find dead contributors first followed by dinosaur skeletons. No, really…**

If we passed our pulsating pieces of purple prose directly to the designer, it would corrupt and read like gibberish (what do you mean it does that anyway?). No, we have to include typesetting codes, which look even more like gibberish but are actually important commands telling the computer what to do. For example **<I>** makes the following text appear in italics, while **<P>** turns it back to plain text, hence the P.

When it's all finished (or usually before), James slinks off back to the coffee machine and Claire the designer struts her stuff.

**● One of Impact's game areas. See that traitor Chris Hayward (at front)? He's playing a SNES game.**

## STEP 4

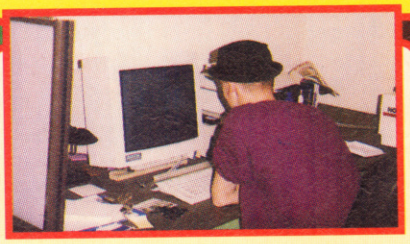
### DESIGN

Take a review, a pair of scissors, a Pritt stick… maybe not. Our design (the way the text and images are arranged on the page) is done on a powerful Apple Macintosh computer, with a DTP package (don't you just lurrve these techie terms?) called QuarkXpress. The text is run onto the template (basic page form — how many text columns there are, the size of the margins, etc) and run around the screenshots and comments box. The headings require a great deal of attention, as do the background blends — there's nothing worse than colour clash, especially when it makes the text unreadable.

When it's all finished, the pages are output to film using our new, erm… well it looks like a metal brick to me, but what do I know? It cost a fortune, so I suppose it must do something.

**● The design Mac, where Claire lovingly assembles screenshots, text and all that stuff to make the masterpiece that is COMMODORE FORCE more complete…**

**● The imagesetter — a machine that turns code from design Macs into film, ready to go to the printers and, not surprisingly, be printed. The huge lump of plastic is our production editor, Mathew…**



**● Gavin, our scan man, scans some pictures for COMMODORE FORCE.**

### SCANNING

Most of the images (that's pretentious publishing prattle for pictures) in the magazine are screenshots, taken by the reviewers themselves on a neat piece of kit called the grabbing Mac (don't ask). But not all. What about those great cartoons of the team at the end of each review? How do we get the Oli Frey art onto the cover and into Bash's column? That's where Michael 'No Relation' Parkinson earns his keep…

Mike's in charge of Scanning, a small room deep in the bowels of CF Towers. The pictures we need are passed to him to scan, then a week later, just when we need them, we trundle down and remind him which pics we wanted in the first place.

Scanning is a highly technical operation — place the image on a photocopier-like machine and press a button. Hey presto, the pic appears on computer screen as an electronic image.

It's a little more complex than that, of course — Mikey has to adjust the colours, cut out certain images using advanced software, etc. We can't make it sound too complicated though — he'd only get a big head.

## STEP 5

### PRINTING AND DISTRIBUTION

We won't dwell on this, partly because it's exceptionally boring but mostly because we couldn't be bothered to go to East Kilbride to take photos of the printing presses.

The film (four clear acetate sheets per page) is passed to Mad Mat Uffindel — our production editor — who posts it to the printers. The printers send the mags to the finishers who put the covers on and Sellotape the tapes to the cover. The finished product is sent all over the country by our distributors, and that's that!

### COVERTAPE COMMOTION

Always a bone of contention, when a great game is set to hit the shelves the CF crew work doubly hard to get a great demo. Try before you buy, that's our motto, and we practice what we preach — remember *Lemmings* on Ish One or Issue Five's *Trolls*? Thought so…

We also get the greatest games too, though software houses often need a lot of persuading before they part with their product for the measly sums we offer. If they argue, we set Miles 'Rottwieler' Guttery on them — it usually does the trick.

**See — told you there was more to the mag than, erm… well, if you find a mistake, at least you know who to blame now…**

# READERS' AW

**A big round of apples please — it's the long awaited CF Readers' Awards. This is the event for which the whole software industry comes to a standstill. High powered big-wigs are reduced to snivelling bags of nerves, waiting to see whether they've earned the elusive praise of C64sters everywhere. Now, without further ado, let's set those nerves at ease...**

## ACE ARCADE ADVENTURE

Our first category is for the puzzlers out there. Reel Action's *Dan Dare* got more than a fair share of votes, as did CodeMasters' recent ovoid outing. A late showing from *Crystal Kingdom Dizzy* provided a grandstand finish — a groan went up from all present as the ovulation pipped Dan at the post.

**Winner:**
***Crystal Kingdom Dizzy***

## BRAZEN BEAT-'EM-UP

Surprisingly *SFII* barely got a look in. In fact *Barbarian 2* almost swept the board in the face of very little competition. So, Reel Action picks up its first award of the ceremony.

**Winner:** ***Barbarian 2***

## PRODIGIOUS PLATFORMER

There really could be only one, couldn't there? *Mayhem* clocked in with almost every vote cast for the category and no-one can argue it didn't deserve it. A popular choice amongst the FORCEr's as well.

**Winner:**
***Mayhem In Monsterland***

## SUBLIME SPORT

Bit of an odd one, this. The game receiving the most votes was *Microprose Soccer* but had to be disqualified 'cos it wasn't released in 1993. *Nick Faldo's Golf* was surprisingly popular, but well ahead was that *Emlyn Hughes* and his *International Soccer*. A clear winner.

**Winner:** ***Emlyn Hughes' International Soccer***

## RADICAL RACER

The office favourite before results started to come in was *Outrun Europa*, but it soon became a two-horse race between *Slicks* from Codemasters and Kixx' *Turbo Charge*. In fact, things were so close at the end it needed a casting vote from ourselves to decide.

**Winner:** ***Slicks***

## MARVELLOUS MOVIE TIE-IN

Another one man show with Reel Action providing the star. *The Blues Brothers* was never threatened, out-voting its nearest rival — Alien 3 — by an incredible seven to one. Hands together for Jake and Elwood...

**Winner:**
***The Blues Brothers***

## CALENDAR COMMOTION

Last month, to save core editorial resources, we enlisted the help of Doctor Who to construct a 1994 calendar. This was a sound plan, marred only by our forgetting his affinity for time travel. Before we knew it, he'd nipped off in his Tardis leaving a 1994 calendar infested by time skips and dimension leaps — fine for timelords but not much use to anybody else. Still, fret not — just stick these patches over relevant parts of your calendar and plan away your year.

### JANUARY

| | | | | | |
|---|---|---|---|---|---|
| Mon | 3 | 10 | 17 | 24 | 31 |
| Tue | 4 | 11 | 18 | 25 | |
| Wed | 5 | 12 | 19 | 26 | |
| Thu | 6 | 13 | 20 | 27 | |
| Fri | 7 | 14 | 21 | 28 | |
| Sat | 1 | 8 | 15 | 22 | 29 |
| Sun | 2 | 9 | 16 | 23 | 30 |

### FEBRUARY

| | | | | | |
|---|---|---|---|---|---|
| Mon | 7 | 14 | 21 | 28 | |
| Tue | 1 | 8 | 15 | 22 | |
| Wed | 2 | 9 | 16 | 23 | |
| Thu | 3 | 10 | 17 | 24 | |
| Fri | 4 | 11 | 18 | 25 | |
| Sat | 5 | 12 | 19 | 26 | |
| Sun | 6 | 13 | 20 | 27 | |

### MARCH

| | | | | | |
|---|---|---|---|---|---|
| Mon | 7 | 14 | 21 | 28 | |
| Tue | 1 | 8 | 15 | 22 | 29 |
| Wed | 2 | 9 | 16 | 23 | 30 |
| Thu | 3 | 10 | 17 | 24 | 31 |
| Fri | 4 | 11 | 18 | 25 | |
| Sat | 5 | 12 | 19 | 26 | |
| Sun | 6 | 13 | 20 | 27 | |

### APRIL

| | | | | | |
|---|---|---|---|---|---|
| Mon | 4 | 11 | 18 | 25 | |
| Tue | 5 | 12 | 19 | 26 | |
| Wed | 6 | 13 | 20 | 27 | |
| Thu | 7 | 14 | 21 | 28 | |
| Fri | 1 | 8 | 15 | 22 | 29 |
| Sat | 2 | 9 | 16 | 23 | 30 |
| Sun | 3 | 10 | 17 | 24 | |

### MAY

| | | | | | |
|---|---|---|---|---|---|
| Mon | 2 | 9 | 16 | 23 | 30 |
| Tue | 3 | 10 | 17 | 24 | 31 |
| Wed | 4 | 11 | 18 | 25 | |
| Thu | 5 | 12 | 19 | 26 | |
| Fri | 6 | 13 | 20 | 27 | |
| Sat | 7 | 14 | 21 | 28 | |
| Sun | 1 | 8 | 15 | 22 | 29 |

### JUNE

| | | | | | |
|---|---|---|---|---|---|
| Mon | 6 | 13 | 20 | 27 | |
| Tue | 7 | 14 | 21 | 28 | |
| Wed | 1 | 8 | 15 | 22 | 29 |
| Thu | 2 | 9 | 16 | 23 | 30 |
| Fri | 3 | 10 | 17 | 24 | |
| Sat | 4 | 11 | 18 | 25 | |
| Sun | 5 | 12 | 19 | 26 | |

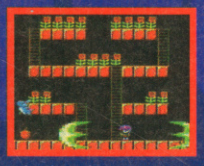
# WARDS: 1993

## TOP ARCADE

One of the largest and most open-ended categories was the second to be dominated by a certain cute dinosaur. What *have* the Apex chaps created?

**Winner:**
***Mayhem In Monsterland***

## BEST MUSIC



Leaving the actual games behind, now we'll see what's kept toes a tappin' this last twelve months. And a surprise winner here. *Outrun Europa* was popular but the most hummable ditty award goes to *Rodland*.

**Winner:** ***Rodland***

## DUNGBALL OF THE YEAR

The one award no-one wants to win. Any game slapped with this dubious accolade will never again be able to show its face in polite company again.

**Loser:** ***Final Fight***

## SAUCY SHOOT-'EM-UP

The oldest and most popular genre. No surprise was expressed when *SWIV* eased into a comfortable lead early on and despite a unexpectedly good showing from *Silkworm* which, like *Microprose Soccer*, didn't even qualify, the extent of *SWIV*'s lead was never likely to be surmountable.

**Winner:** ***SWIV***

## BEST GRAPHICS

And the sexiest looking game of the year is… no, it can't be… aaaargh! *Mayhem* streaks home with his third award. Clyde Radcliffe had better watch out…

**Winner:**
***Mayhem in Monsterland***

## BEST GAME OVERALL

This is the biggy. Which game reigns supreme across all categories? Is it any surprise? It has won three awards already. The most colourful-looking, jolly-sounding and fun-playing *Mayhem* rounds off an outstanding year for dinosaurs, carrying off the software industry's biggest prize. Three cheers! Hip HIP… oh, please yourselves.

**Winner:**
***Mayhem In Monsterland***

## SALUBRIOUS SIMULATION

Despite a few sports sims getting in we decided to exclude them as they had a section of their own. That left us basically with a straight play-off between *Gunship* and *Project Stealth Fighter*. And the winner was…

**Winner:** ***Gunship***

## SUPREME SOFTWARE HOUSE

This award hasn't been in much doubt. Due to their sterling support for the C64, neat CF-linked features and simply releasing more games than anyone else of which most were pretty good, the top software house of 1993 is…

**Winner:**
**Kixx**

| | AUGUST | OCTOBER | DECEMBER |
|---|---|---|---|
| Mon | 1 8 15 22 29 | 3 10 17 24 31 | 5 12 19 26 |
| Tue | 2 9 16 23 30 | 4 11 18 25 | 6 13 20 27 |
| Wed | 3 10 17 24 31 | 5 12 19 26 | 7 14 21 28 |
| Thu | 4 11 18 25 | 6 13 20 27 | 1 8 15 22 29 |
| Fri | 5 12 19 26 | 7 14 21 28 | 2 9 16 23 30 |
| Sat | 6 13 20 27 | 1 8 15 22 29 | 3 10 17 24 31 |
| Sun | 7 14 21 28 | 2 9 16 23 30 | 4 11 18 25 |

| | JULY | SEPTEMBER | NOVEMBER |
|---|---|---|---|
| Mon | 4 11 18 25 | 5 12 19 26 | 7 14 21 28 |
| Tue | 5 12 19 26 | 6 13 20 27 | 1 8 15 22 29 |
| Wed | 6 13 20 27 | 7 14 21 28 | 2 9 16 23 30 |
| Thu | 7 14 21 28 | 1 8 15 22 29 | 3 10 17 24 |
| Fri | 1 8 15 22 29 | 2 9 16 23 30 | 4 11 18 25 |
| Sat | 2 9 16 23 30 | 3 10 17 24 | 5 12 19 26 |
| Sun | 3 10 17 24 31 | 4 11 18 25 | 6 13 20 27 |

# BASH YER BRAINS

**I've been getting weary of needless killing of late. I spent hours recently ripping the ears off passing rabbits, but strangely, I felt guilty afterwards. Later, with half a pack of Blu-Tac remaining, I'd put right my wrong. Okay, their ears fall off a lot, but that Tac stuff's easily made sticky again.**

## CHIT CHAT

Following the news that Tony Collins of The Guild was handing over his Commodore catalogue to Binary Zone, I have now got a bit more information about the situation. Jason McKensie Of Binary Zone tells me that he will be taking over and that the company will still be called The Guild, although the address will, of course, be different. I believe that most of the authors have been contacted now for their approval on the takeover. This is good news for C64 adventurers as The Guild is one of the primary sources for good adventures for our machines. One spin-off from the situation is that Barbara Gibb, the editor of Adventure Probe, is starting a software house to run alongside Probe. She had already agreed to take over the Spectrum (sorry for swearing folks!), catalogue from Tony Collins and now I hear that she'll be including a Commodore 64 catalogue as well. She will be taking over one or two of the Commodore titles as from The Guild, as well as launching some new adventures soon. This might be a good time for budding adventure authors to send their offerings to Barbara. Not only might they be good enough for inclusion in her list but, as Barbie's has years of experience testing adventures for software houses, she can offer some sound, constructive criticism too.

## A DARK SKY OVER PARADISE

**■ The Guild, £2.50 tape or disk.**

This adventure, written by Martyn Westwood (Interactive Technology) is a mainly text only adventure in two parts. There are two pictures showing a space craft taking off and landing; the rest is pure descriptive text. The game proper starts with you on a shuttle craft on your way to the moon. How did you get there? Read on!

The storyline is intriguing. In the year 2045 the population of the world is growing completely out of control. The Foundation, a ruling group made up of the USA, the USSR, the European Community and China, have a group of scientists who have come up with a plan to save the world from impending disaster.

The plan is to colonise Mars as an 'overspill' for the Earth. The plan rolls into operation. Many factories produce products with a percentage going to the Foundation, but this was short-lived as things had to be re-appraised — this in turn lowered the Earth into deeper economic recession and threatened to destroy The Plan and put the Earth back into despair. This is where you come into the story!

The month is January and the year is now 2062. You are summoned to the Moon, which is in crisis, rocked by bombings and troubles that cast a Dark Sky Over Paradise. The only indication for your being on the Moonbase is a telegram allocating you a living space unit in Accommodation Five and reporting for clerical duty the following afternoon in Clerical Office Five.

### It's about time...

There's a nice timer routine within the game which is a nice touch. You have to be in your room before the 10 pm curfew; you find that your ID card flashes different colours depending on what time of day it is. It's all extremely addictive with a great feel to it, keeping you coming back for more. The atmosphere's excellent adding a

## BASH'S MAILBAG

Marcus Mcleod of Dundee wrote to say, 'A friend of mine was raving about Infocom adventures a while ago and told me that I should save up and buy a disk drive if I wanted to play any of them. I know it's taken me some time to save up for one but now I have and am very proud of it. Only problem is that I can't find any of those lovely Infocom adventures anywhere! My friend no longer has his collection as he sold them some time ago so I can't buy them from him. Can you advise me who sells them please? Also, could you tell me what is so special about those adventures — what happened to the programmers and the company?'

Pool Marcus, I know exactly how you feel. It was quite rare to find the Infocom adventures in the shops when they were still in business and usually people had to order them from the USA. However, I do still see advertisements from time to time willing to sell their collection for a very resonable price so please don't give up hope. I'd offer to sell you my collection but I'm so attached to them all that I wouldn't dream of any potential parting. I suggest that you either pop an advertisement (free to subscribers) in Adsventure Probe magazine — they have a section just for that purpose.. Do keep trying; I know they're increasingly difficult to find but don't give up — if you've never played an Infocom adventure then you haven't lived! Some of Infocom's better programmers — including Steve Meretsky, Dave Lebling, Bob Bates, Amy Briggs — have now split up and gone to join other companies. Some of them are behind such 16-bit hits such as *Loom* and *The Secret of Monkey Island*, among others. They're still producing excellent games but regretably they only seem to come on the 16-bits. Infocom were taken over by Activision some time

# THE MISER

■ The Guild, £3 Cassette or Disk

Every so often an adventure's released that's different from the traditional 'hunt the treasure and find your way out again' type of game. A nice storyline and a prime objective — with a touch of the unusual — is just enough to capture the imagination.

*The Miser* is just such an adventure. It gives you the opportunity of playing a character that most of us are familiar with and let's us twist the plot to twist ourselves. Wonder what on earth I'm waffling on about? To be honest, so do I!

How do you fancy taking on the juicy role of crusty old Ebeneezer Scrooge in an adventure based on the famous Dickens novel A Christmas Carol? Well now's your chance! In this excellent adventure parody of the famous book you can do just that. You remember the story well, don't you? How the miserly, penny-pinching old grouse refused to celebrate Christmas and called it 'humbug' (a curious curse). How the miserable old geezer was visited by no only ghost of Jacob Marley but also the three ghosts of Christmas past, present and future.

This game was written by Jack Lockerby of River Software and is being sold by The Guild. As we have come to expect from a Jack Lockerby game it is designed to be as user-friendly as possible with many useful features and help facilities so that you're given every opportunaty of figuring out everything for yourself.

The action of this adventure takes place after you realise that you must redeem yourself somehow. You have to perform no less than twelve good deeds to atone for your stupidity and to be able to rejoin the human race once more and, most importantly, so that you'll be able to join your nephew Fred and his family for their Christmas festivities. Of course, you could try and skip all that and go directly to Fred's house to apologise, but things aren't as easy as that. If you try it you'll be told that there's so much festivity going on that no-one can hear you knocking at the door.

The good deeds you must perform are varied but you shouldn't have too much trouble finding out what they are and how you must go about performing them. You can perform these acts of goodness in virtually any order that you wish so you don't become stuck. There's no maze in this adventure either, which should please all those maze-haters out there.

In certain areas of the adventure you may be surprised to see that certain exits are listed as BACK and FORWARD — these refer to time travel where you can go to the past or to the future where certain items must be gathered to enable you to perform your good deeds in the present time.

There aren't the many locationsm in this adventure — I counted around 50, an average size. However, there's so much to-ing and fro-ing that the game seems a great deal larger than it actually is. A good map is essential as you have to plan carefully where you are going to stash your surplus objects until you need them. Some locations are not suitable and you may find yourself losing them if you don't plan rather carefully!

This a most enjoyable adventure. It has that certain something, indefinable, but keeping you coming back for more. I'm certain that you will thoroughly enjoy yourself as Mr Scrooge!

**FORCE FACTOR 89%**

## CONTACT POINTS

Barbara Gibb,
Adventure,
52 Burford Road,
Liverpool L16 6AQ.

The Guild/Binary Zone,
34 Portland Road,
Droitwich,
Worcestershire WR9 7QW

great deal to the interest already generated by the well-written storyline. When you go to your room you find yourself soon asleep in bed and here you enter yet another mini-adventure within the adventure itself — the Dream Sequence. You can gain extra valuble points here, but the problems aren't easy to solve!

With the game you receive a nicely detailed storyline and all the information you need about the Moonbase — what to see and where to go, a map (sort of) and plenty of other information, useful to give insight into what should be done to solve the mystery of why you've been called upon to sort out the mess at Moonbase.

I recommend this adventure without hesitation — buy it, and you're in for a treat!

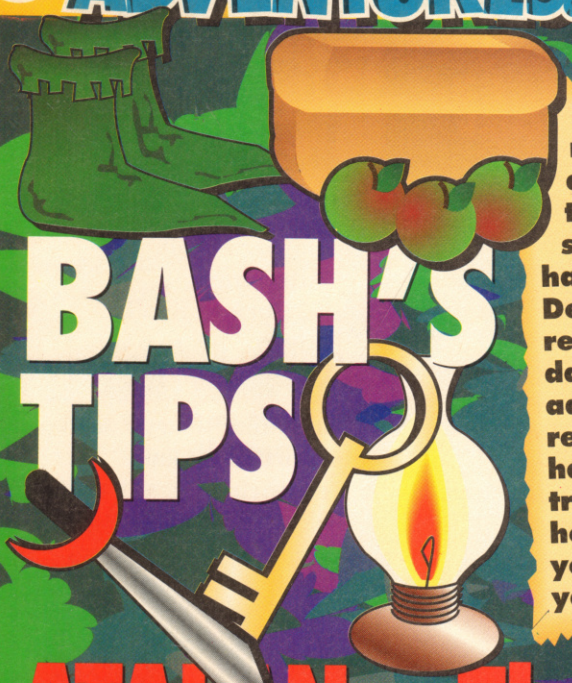
**FORCE FACTOR 67%**

ago and that essentially spelled the end for them. Ah well, that's life…

Peter Wellington of Cambridge writes, 'I'm stuck in *Circus*. I can't figure out what to do with the tiger or what I'm supposed to be doing on the trapeze. I hope you can help me out.'

Of course I can — Bash to the rescue once again. You should crack the whip at the tiger. Whilst on the trapeze you should cut a hole in the top of the tent while you are swinging by. All great fun!

Susan Cansdale of Norwich writes, 'I'm puzzled by an obscure adventure — at least, I think it's obscure — that I bought second-hand. It is called *Perils of Darkest Africa*. I can't seem to



# BASH'S TIPS

**People have been begging me to provide solutions to adventures, especially those that they've been completely stuck on for a long time and have consigned to the shelf. Despite my warnings that reading solutions can seriously damage your enjoyment of an adventure, I've decided to relent in the case of one that has been causing a lot of trouble for a long time. So here goes, don't read on if you want solve the puzzles for yourself!**

## ATALAN – The Solution

N, GET SPADE, E, DIG, GET ANCHOR, W, W, DIG, GET ROPE, N, E, TIE ROPE TO ANCHOR, THROW ANCHOR, UP, GET MUSKET, W, W, GET LAMP, E, E, E, E, N, N, N, W, DIG, LOOK, GET SWORD, W, GET, MATCHES, LIGHT LAMP, E, E, E, N, GET NAILS, S, E, S, GET ARROW, N, E, N, GET MASK, WEAR MASK, S, W, W, W, S, E, E, GET HAMMER , E, GET AXE, GET NUGGET, W, W, W, S, S, CUT BAMBOO, GET BAMBOO, W, W, W, W, N, W, EXAMINE FIRE, GET BOAR, EXAMINE FIRE, GET SMOKING BRAND, W, GET FRUIT, W, GET SPEAR, E, S, E, S, E, E, DOWN, W, N, W, W, W, SE, EXAMINE, ALTAR, GET DAGGER, NW, N, S, E, S, E, E, DOWN, W, N, W, W, SE, EXAMINE ALTAR, GET DAGGER, NW, N, GET FLUTE, W, MOVE SKELETON, GET TALISMAN, N, E, PUSH, CARVINGS, E, PRAY, LOOK, GET TRIDENT, W, W, S, E, E, S, E, UP, E, N, PLAY FLUTE, W, CHOP TREE, GET LOG, , E, EXAMINE, HIVE, GET HONEYCOMB, W, S, S, W, N, KILL TIGER, GET SPEAR, SKIN TIGER, GET SKIN, N, GET ROD, GET RING, E, E, N, W, W, W, DIG, GET SHELL, OPEN SHELL, GET PEARL, W, SE, GET TUSK, E, EAT FRUIT, GET WORM, BAIT LINE, EXAMINE LAKE, GET FISH, W, EXAMINE FISH, OPEN FISH ( you automatically get the sapphire ), NW, SW, S, GIVE BOAR ( you are automatically given the iron key ), N, NE, E, E, E, E, S, S, E, OPEN DOOR, E, GET GOBLET, E, EXAMINE IDOL, EXAMINE RUBBLE, N, EXAMINE THRONE, GET CROWN, S, DOWN, W, S, DIG, EXAMINE CHEST, SMASH CHEST GET PAPER, EXAMINE PAPER, N, E, U, W, W, W, S, W, W, DOWN, W, N, W, W, SE, OFFER HONEY - Suddenly a strange being appears before you and, after a short speech, promises a reward and waves his hand over the altar, LOOK GET DIAMOND, NW, E, E, S, E, W, E, E, N, N, N, W, W, W, W, W, W, GET RUBY...

**CONGRATULATIONS!!!**

You have collected all the treasures and best of all, you can see a rescue boat on the horizon, speeding towards you. You have scored 100% Special thanks to Pat Bradley for providing the step-by-step solution!

## THE EXT – The So

EXAMINE THE SCARECROW, GET SHOVEL,S,S,S, DIG, DIG, DIG, EXAMINE TUNNEL, GO TUNNEL, E, EXAMINE SKELETON, GET SPANNER, EXAMINE WALKMAN, EXAMINE TAPE, W, S, S, INVENTORY, REMOVE HAT, EXAMINE HAT, FILL HAT, SOUTH, EXAMINE PLAQUE, READ PLAQUE, EXAMINE GRILL, UNSCREW BOLTS, EXAMINE AIRDUCT, EXAMINE BOX, W, EXAMINE TUBE, GET WOODEN KEY, FILL TUBE, GET WOODEN KEY, DROP SHOVEL, DROP SPANNER, DROP HAT, DROP WALKMAN, E, S, EXAMINE DESK, EXAMINE COMPUTER, INSERT TAPE, PRESS PLAY, E, N, EXAMINE PILE, GET LETTER, EXAMINE LETTER, E, EXAMINE PICTURE, E, EXAMINE DOOR, UNLOCK DOOR, E, EXAMINE CUPBOARD, EXAMINE PANEL, TYPE6524, GET LASER, EXAMINE LASER, W, W, W, S, W, S, W, DROP WOODEN KEY, W, DROP LETTER, LOOK, GET RED PASS, N, INSERT RED, S, W, UP, W, EXAMINE BED, GET BUG, EXAMINE BUG, W, GET TREE, EXAMINE TREE, N, N, W, UP, S, EXAMINE PLANKS, GET ZONK, EAXMINE ZONK, N, D, S, OULLSTRING, HOLD BREATH, N, DOWN, EXAMINE CAHIR, GET SUNGLASSES, EXAMINE SUNGLASSES, N,W,N EXAMINE PLANT, GIVE BUG, S, E, S, S, N, GET CELL KEY, EXAMINE CELL KEY, E, E, E, DOWN, E, N, INSERT

# BASH'S MAILBAG

get anywhere with it, nor do I know of anyone else who can help. You are my last hope!'

Ha! You should have come to me first, Sue, — my extensive archives just happen to include some clues for this adventure. You don't tell me exactly where you're stuck, but perhaps these hints and tips will help you out. Drop the Ivory in the Pygmy village and, when you return later, the natives will have traded it for a map. FOLLOW MAP from the village to a small ravine. Make a fuse with the grass and put it in the dynamite and use it to blow up the sealed door to the ancient temple. If you drop the horn in the village, trading natives will have done their stuff and you should return to find a flute — extremely useful for getting rid of snakes. Hope you find this useful.

David Rens of Suffolk writes to say, 'I've bought the adventure, *Lost in the Amazon* by Dorothy Millard but I just can't seem to get started. I'm completely lost and would appreciate some hints on how to go about playing it.'

Nice adventure this one, David. I don't want to spoil your enjoyment of it so I'll just give you a few of the opening moves to set you on your way. From the start: EXAMINE PLANE, GET GUN, GET BULLET, LOAD GUN, GET CANTEEN, EXAMINE

# EXTRICATOR e Solution

RED, DROP RED PASS, DROP ZONK, DROP CELL KEY, WEAR SUNGLASSES, INSERT YELLOW PASS, N, EXAMINE STOOL, GET REMOTE CONTROL, EXAMINE REMOTE, S,W,W EXAMINE FRIDGE, GET BOTTLE, E,N,N EXAMINE BENCH, GET IRON, W, EXAMINE SHELF, GET PLASTIC KEY, E, S, S, E, S, READ SIGN, KILL GUARD, DROP LASER, EXAMINE GUARD, GET WATCH, EXAME WATCH, WIND WATCH, WEAR WATCH, S - you must be wearing the sunglasses, S, EXAMINE PILE, GET CHP, EXAMINE CHIP, S, UP, PRESS BUTTON (on the remote control), a ladder drops from the ceiling - UP, EXAMINE DESK, DROP REMOTE CONTROL, GET GREEN PASS, EXAMINE DOOR, REPLACE CHIP, DROP CHIP, DROP IRON, DOWN, N, N, N, N, S, INSERT YELLOW, DROP YELLOW PASS, GET ZONK, GET CELL KEY, INSERT GREEN PASS, EXAMINE DOOR, E (you must have wound the watch and be carrying it here), READ SIGN, S, EXAMINE LOCKER, OPEN LOCKER, DROP PLASTIC KEY, GET BOOTS, EXAMINE BOOTS, WEAR BOOTS, GET MIRROR, EXAMINE MIRROR, N, E, EXAMINE DIAL TYPE 17 (from the airduct plaque), E, EXAMINE SCREEN, S, EXAMINE MACHINE, INSERT ZONK, PULL LEVER, DOWN, EXAMINE PILE, EXAMINE JACKET ( you find a silver pass in one pocket), UP, N, W, W, N, (you must be wearing the boots or you will die), E, REFLECT BEAM (with the mirror), E, UNLOCK DOOR, E, GET PROFESSOR, EXAMINE PROFESSOR, GIVE BOTTLE (or serum), W, W, W, S, W, INSERT GREEN, INSERT SILVER you are now on the shuttle deck, INSERT SILVER, GET IGNITION KEY, N, EXAMINE SWITCHES, PRESS INSTRUCTIONS, INSERT IGNITION KEY, TURN IGNITION KEY, PRESS IGNITION SWITCH.

# Bash's Hints and Tips Euphorium

## FOOLS GOLD

Offer the whiskey to the prospacter.
Use the oil to free the track and the rusty lock.
The Mountain Lion will be tamed by the Bear.
In the Bear Baiting Room — Hit the Wall.
The jewel box can be opened with the staff.

## MYTH

Climb tree and get your timing just right.
Jump down on the lamb to kill it.
The sheild will help you cheat at cards.

## THE DARKEST ROAD

Give the food to the dog.
Star into the Changlings eyes.
Insert the diamond into the idol.
Wait on the moors for the wind.
Tie the rope to the cat.
Stand still when you see the wraiths.

## THE DARK TOWER

(Courtesy of Garath Pitchard)
Go for a paddle.
Don't let the cottage door block you — be a fiddler on the roof.
What's inside the bag. Or rather, what can you put in the bag...

## BOUNTY HUNTER

(Coutesy of Amanda Oliver)
At Mylaks Hole, wear the cape.
Drop Rock at the well to raise the water level.
smell the Karaken Whiffet in Kracka and the rest of the city.
Give it to the old woman.
Use the mat to cover the dwelling.
The Ghost wood Branch is a light source - drop it where you need light.
Squeeze the handblower to get rid of the mist.

## CURSED BE THE CITY

Scream at the start.
Cut the cocoon to reveal something useful.
Caught in a web get the staff and use it quickly. There are THREE levels to the lift.
Push the corner of the grey slab.

## SWORD OF VHOR

Chop the tree to gain access to the exit.
Waving wolvesbane will cure doggy problems.
Knocking on doors reveals an exit.
Throw the rope then climb it at the vast Chasm.
Throw the sword at the dragon.

## THESEUS AND THE MINOTAUR

To escape to and from the maze:
To get to the centre: S, SW, W, W, SE, E, SE, SW, E, S, SW, W, N, N, SE, NE, W, NW, N, E, S.
To get back out again: N, W, S, S, S, S, E, E, E, N, W, N, NE, N.

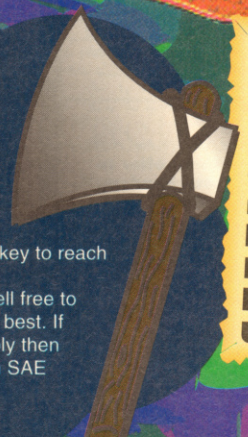
POCKETS to find the matches and hanky, SE, W, SE, SHOOT TIGER, DROP GUN, S, CLIMB TREE, GET AXE, DOWN, E, NE, CLIMB TREE, EXAMINE NEST, GET VIAL, DOWN, SE, FILL, CANTEEN, CHOP TREE, DROP AXE, CROSS BRIDGE, W, S, S, E, GET FRUIT, W, W, GET SHOVEL, EXAMINE TABLE, GET KNIFE...

That should get you into the swing of things.

Roger Roberts of Greenwich is in a fix too. 'I can't find a way to reach the shelf in *The Time Lord's Amulat*. Have you any ideas on what to do please Bash?'

Of course I know what to do! You can't reach the shelf on your own. You have to use the monkey to reach it for you!

If you need help then fell free to write to me and I'll do my best. If you want a personnal reply then don't forget to enclose an SAE



**Ah... I'm existed. Unaccustomed as I am to making long speeches, I'd just like to say you've been a wonderful audience this month. This is easily the biggest adventure section I've ever written — my brain's positively frazzled. Until next month, then...**

# THE FORCE

## COMMODORE FORCE

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### LIGHT PEN

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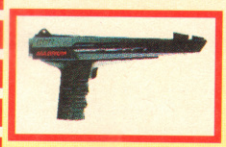

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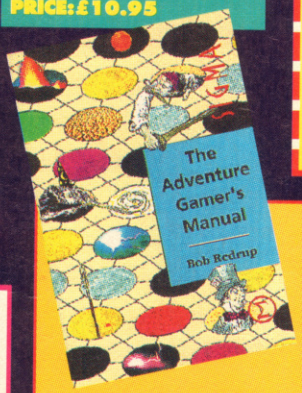


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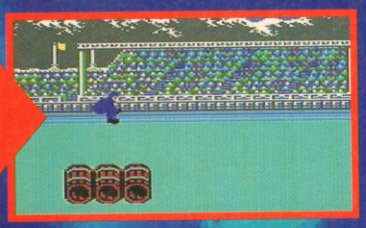
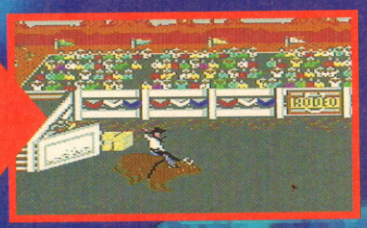
# WORLD EXCLUSIVE!

**Unsure of what we're doing or have got in store for next issue, we couldn't think of anything to do for this page — so here are some pictures of *World Games* instead...**

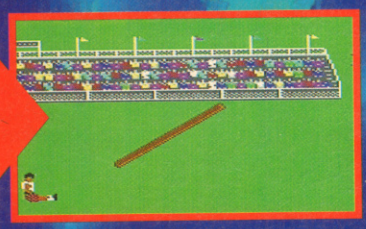
Barrel Jump from Iceland



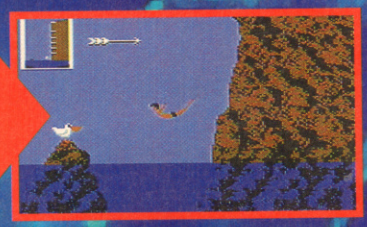
Bull Riding from the US of A



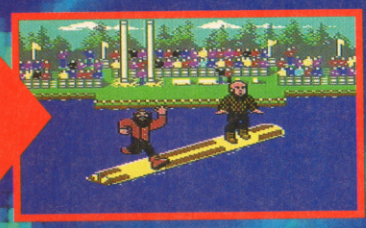
Caber Toss from Scotland



Diving from Australia

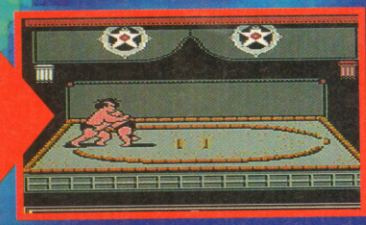


Log Rolling from Ireland

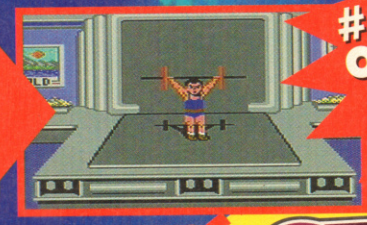


Slalom from Switzerland

Sumo from Japan



Weight Lifting from England



Hey! That *World Games* is really smart! It got 98%, you know...

Yeah, isn't it just. Wouldn't be great if we could get it for next month's Reel Action...

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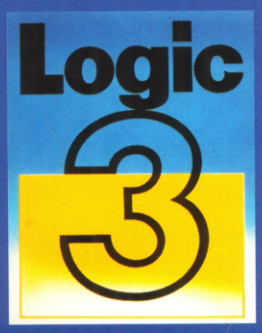


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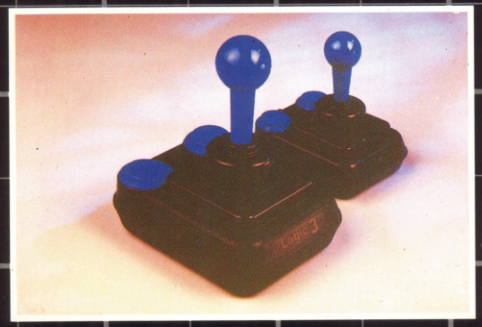

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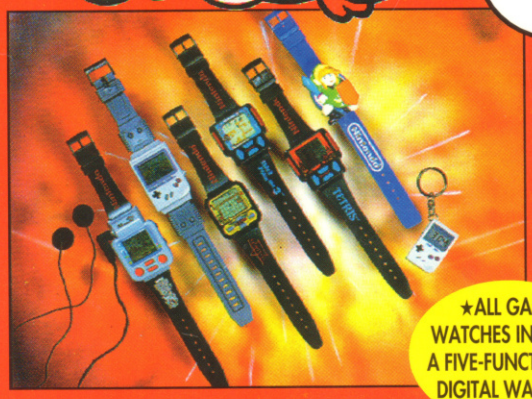

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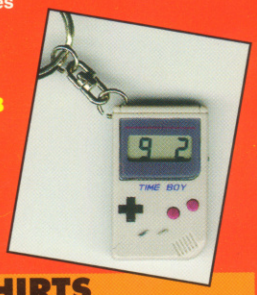

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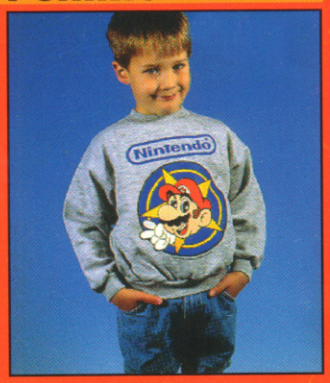

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